

Re-Application

Already existing loggers can be modified by Log4E.

Note that the modification algorithm changed from v0.5.5 to the current version and that using this task could delete a logger message under certain circumstances! See the [Logger Modification:Algorithm](#) section for more information.

See the [screenshots](#) for a quick overview.

Several operations are executed:

- Surround `isEnabled()` statements
- Insert info about current method
- Move invocation in return statement in front of logger

Example: Before:

```
public class ActualClass {
//typical copy/paste mistake
/**
 * Logger for this class
 */
private static final Logger logger = Logger.getLogger(Other.class);

public String myMethod(String str, int integer) {
logger.debug("otherMethod() - starttext");
try {

} catch (Exception e) {
logger.error("otherMethod() - errortext", e);

//Your code...

logger.debug("otherMethod() - othertext");

logger.debug("otherMethod() - returntext");
return "text";
}
logger.debug("otherMethod() - endtext");
return toString();
}
}
```

After:

```
public class ActualClass {
//typical copy/paste mistake
/**
 * Logger for this class
 */
private static final Logger logger =
Logger.getLogger(ActualClass.class);

public String myMethod(String str, int integer) {
if (logger.isDebugEnabled()) {
logger.debug(
"myMethod(String str = "
+ str
+ ", int integer = "
+ integer
+ ") - starttext");
}
try {

} catch (Exception e) {
logger.error("myMethod() - errortext", e);
}
```

```
//Your code...
```

```
if (logger.isDebugEnabled()) {  
    logger.  
    debug("myMethod() - othertext");  
}
```

```
if (logger.isDebugEnabled()) {  
    logger.  
    debug("myMethod() - returntext - return value = text");  
}  
return "text";  
}
```

```
String returnString = toString();  
if (logger.isDebugEnabled()) {  
    logger.  
    debug("myMethod() - endtext - return value = " +  
        returnString);  
}  
return returnString;  
}  
}
```

Note that Log4E checks if "returnString" already exists and appends a number. e.g. if "returnString" exists the new variable would be "returnString2" (and so on).