



Aa



Intro

by: Siarhei Misko

Observability

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Observability in iOS

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Logging

by: Siarhei Misko

Optimize!

by: Siarhei Misko

BUILDING OBSERVABILITY IN IOS APPLICATIONS



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Siarhei Misko

iOS Team Lead

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App stability

Test cases

Test environment

Specific devices



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App stability

Test cases

Test environment

Specific devices

**Different locations
All network
conditions
RTL locale**

**All supported iOS
devices
All supported iPads
All supported macs
with Apple Silicon**

Different app settings



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“
**Observability - the
ability of a system to provide
information about its internal
state**



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Observability in iOS

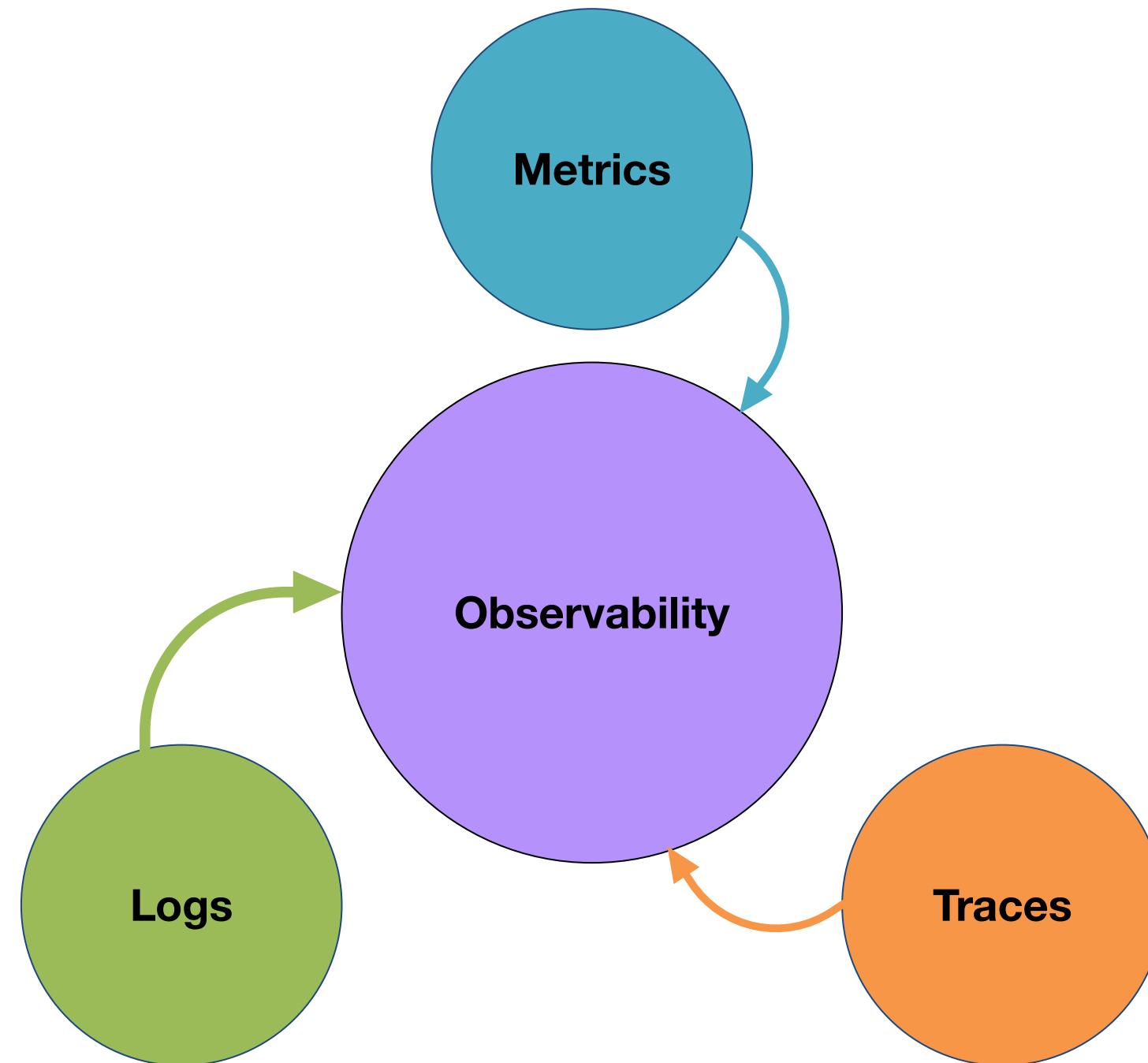
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Observability in iOS

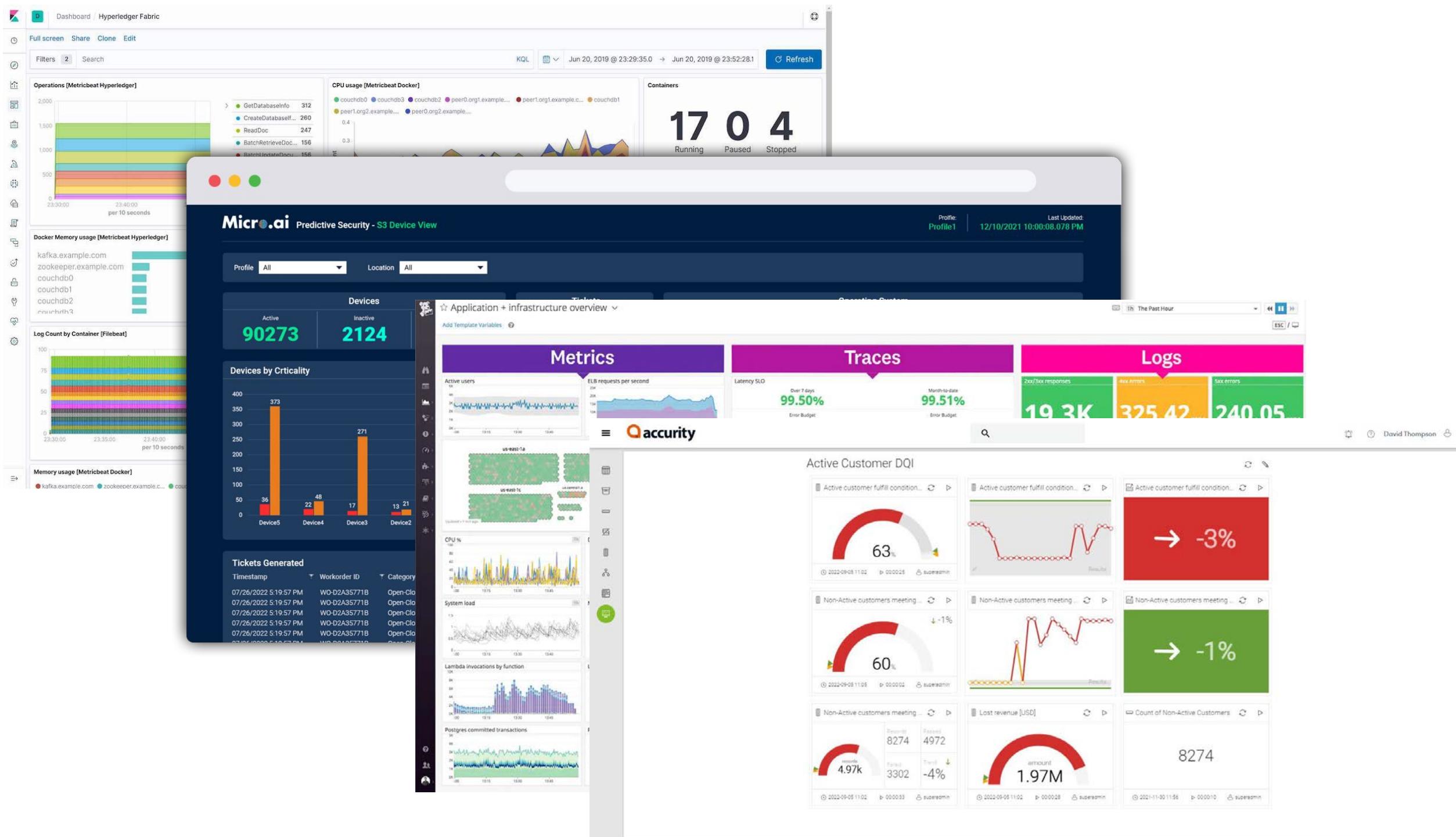
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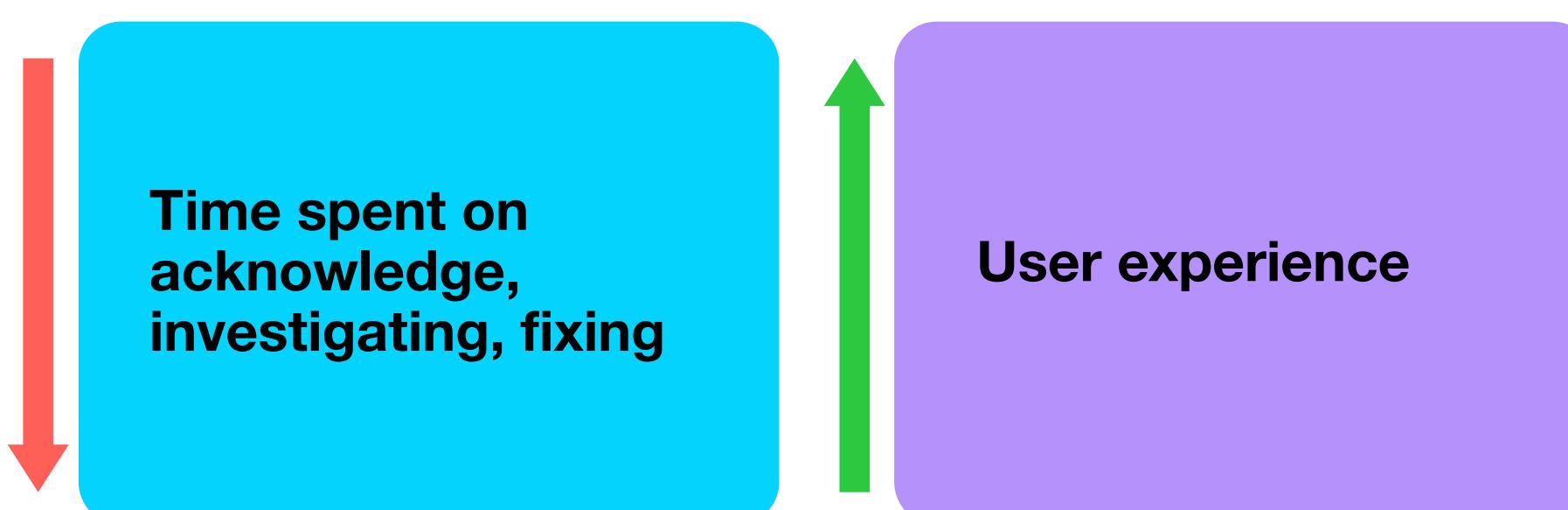
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Observability value





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Observability value

**Learn about problem
before it becomes
critical**

**Get complete and
detailed information**



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iOS project

Case

- iOS app without any monitoring, crashlytics, etc.
- New version tested and released
- Team received large number of complaints about possible crashes
- QA can't reproduce issue in their environment



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iOS project

Case

- iOS app without any monitoring, crashlytics, etc.
- New version tested and released
- Team received large number of complaints about possible crashes
- QA can't reproduce issue in their environment

Solution

- Blindly fix issue
- Release new version
- *Hope it works* 😊



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Solution: connect crash analytics service





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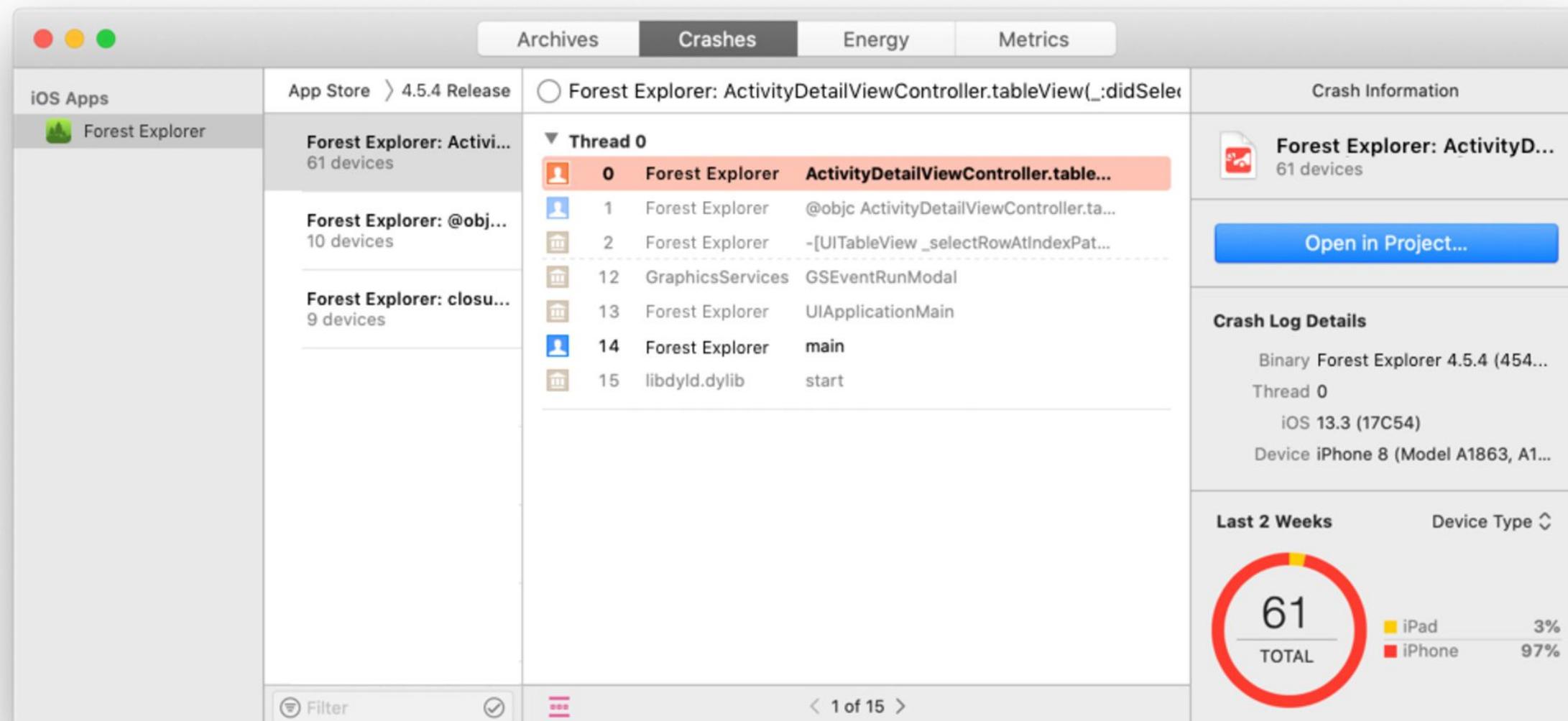
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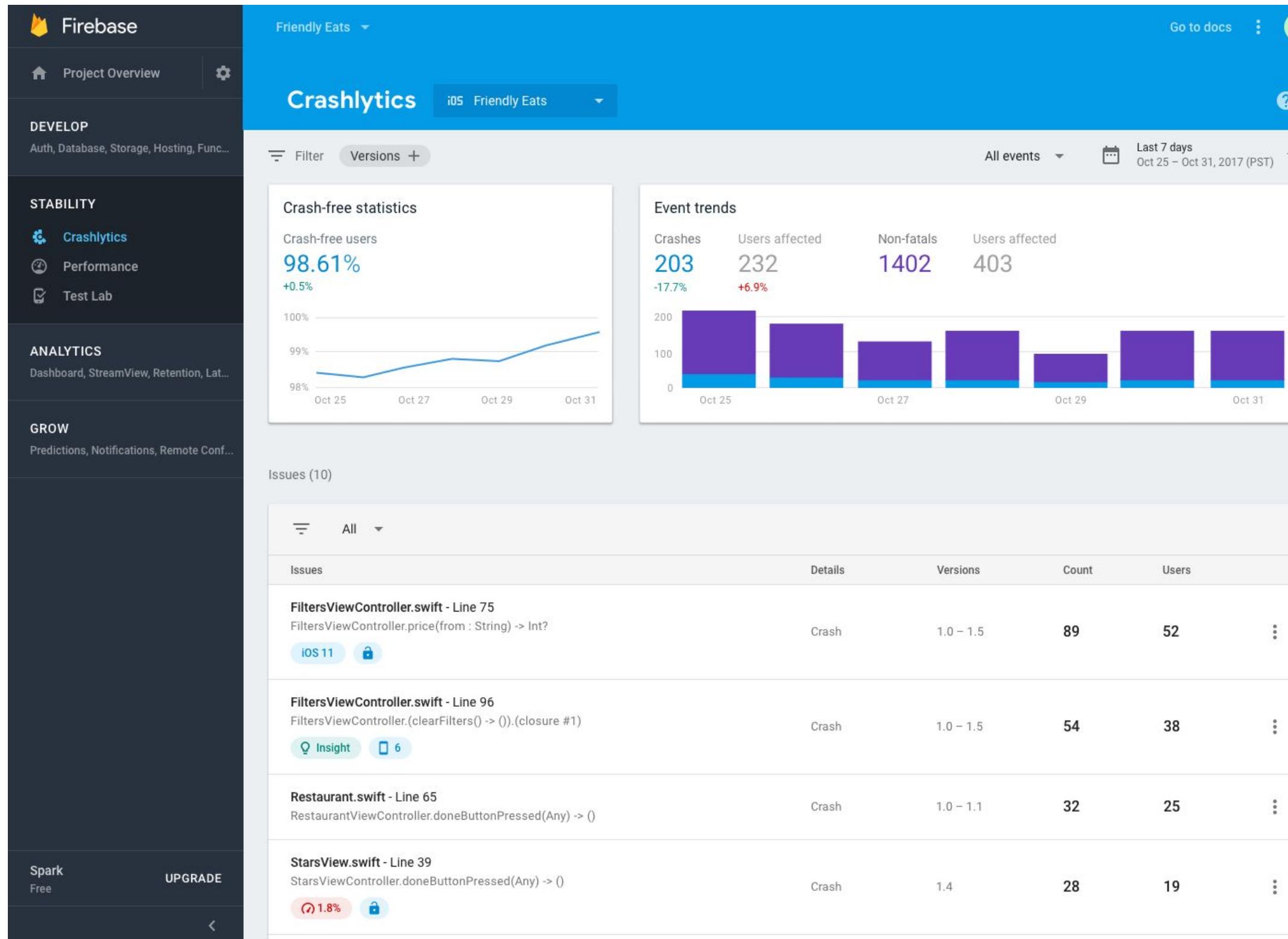
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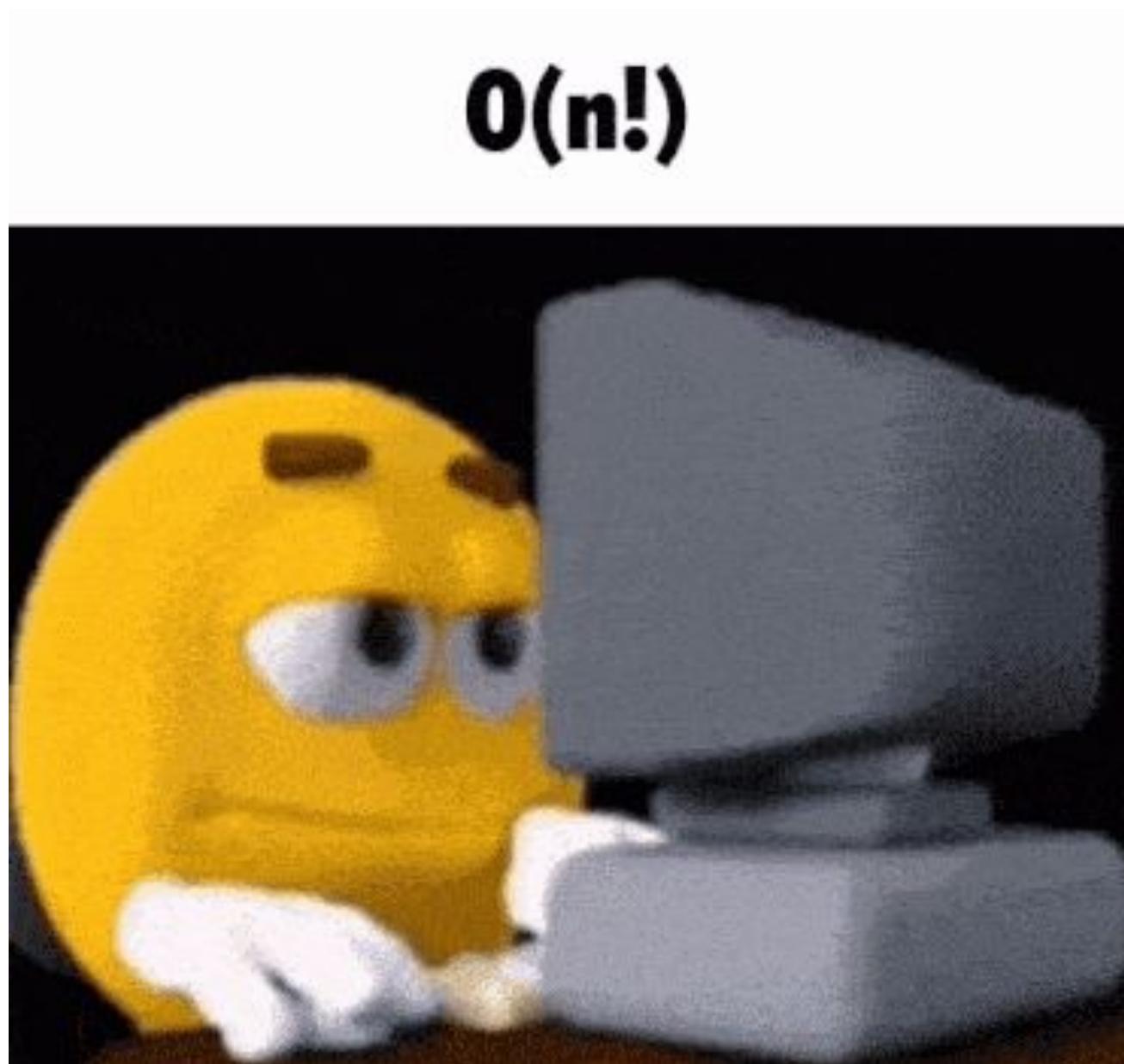
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```
[  
  {  
    "feature_name": "quick_payments",  
    "enabled": true,  
    "payload": null  
  },  
  {  
    "feature_name": "contact_list_payment",  
    "enabled": true,  
    "payload": {  
      "mandatory_string_field_1": "string_value",  
      // missing mandatory field 2 here  
      "mandatory_string_field_3": "string_value",  
      "mandatory_int_field_4": "345" // miscast here, should be a number  
    }  
  }  
]
```



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Conditions to be taken into account

Different scenarios

App settings

Different localizations

All network conditions

**All supported iOS devices
All supported iPads
All supported macs with Apple Silicon**

Feature flags



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Important user stories



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Flows, features, stories dependent on dynamic changing arguments



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Flows, features, stories dependent on external systems



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TIME TO STUDY





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LOGGING IN IOS APPLICATIONS



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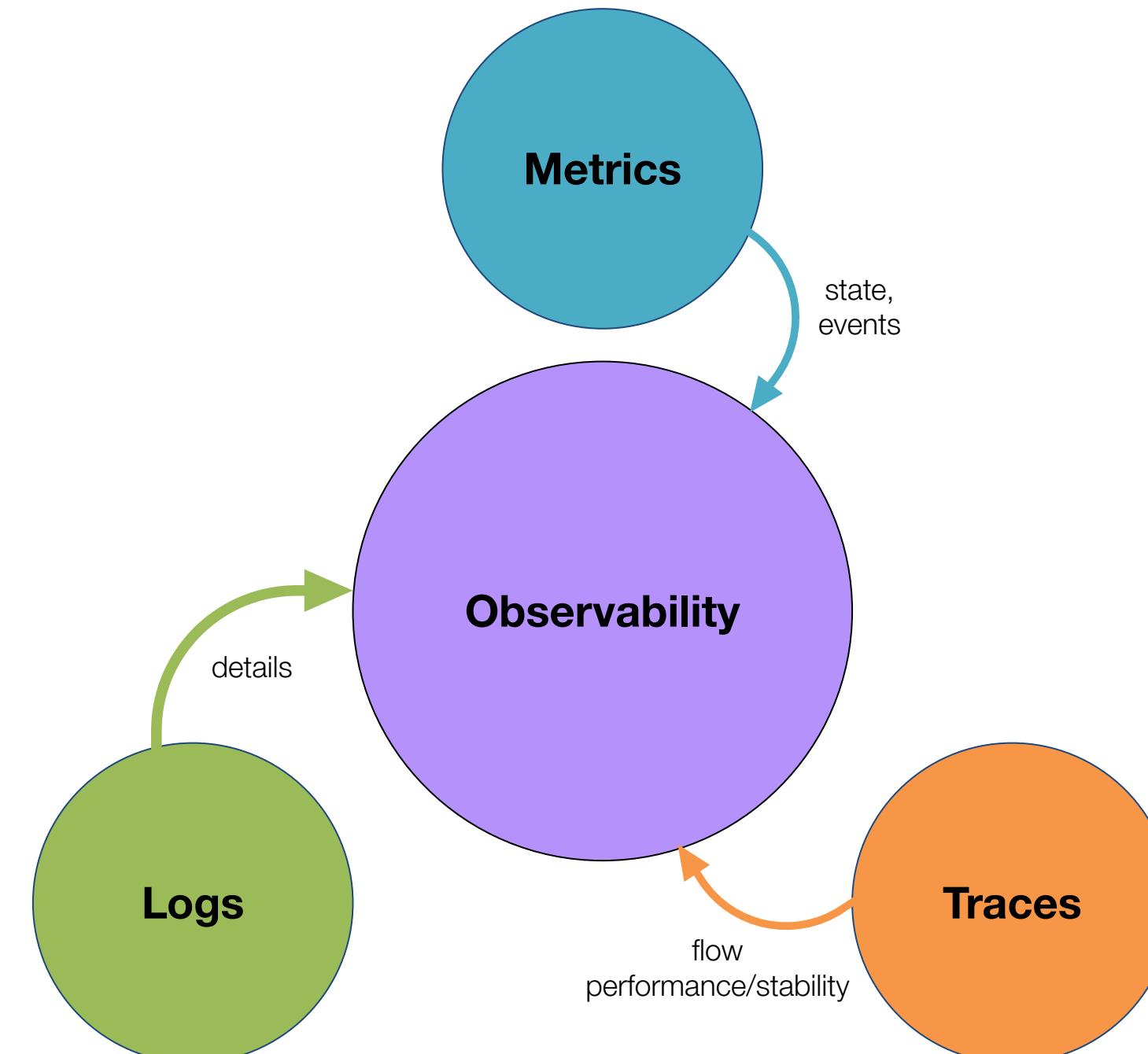
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Logs delivery

Live (online)

On demand

- Backend controlled
- Manual

By trigger



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Logs collecting

Continious

On demand

By trigger



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Continuous logs collecting

- Avoid recording too many logs at once to prevent overloading the disk with read/write operations.
- Implement log file rotation to prevent them from becoming too large.
- Carefully manage logging levels



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Logs collecting

Continious

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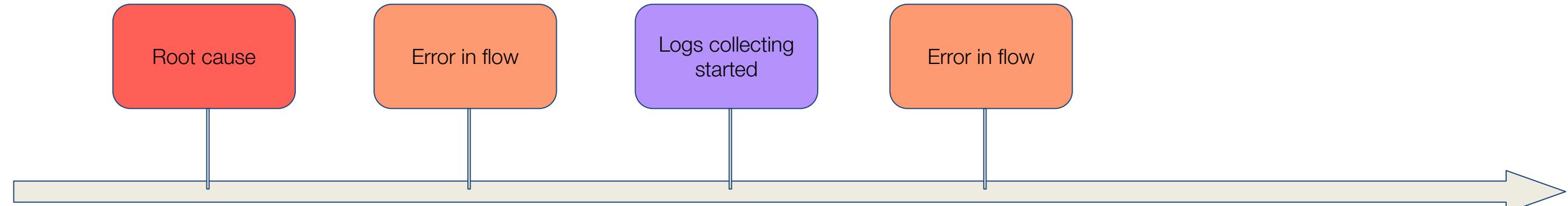
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Logs collecting





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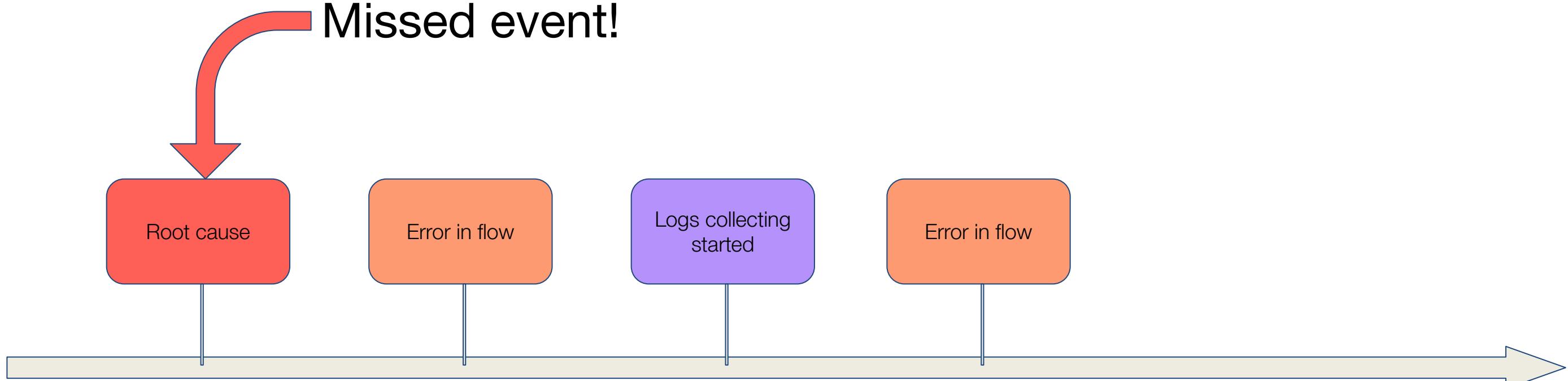
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Logs collecting

Missed event!





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Combined approach

- Debug
- Info
- Notice
- Warning
- Error
- Critical



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Combined approach

- Debug
- Info
- Notice
- Warning
- Error
- Critical

Continuous



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Combined approach

- Debug
- Info
- Notice
- Warning
- Error
- Critical

Configurable

Continuous



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Collect logs in iOS

- OSLog
- Textfile
- Firebase *(for starters)*



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Collect logs in iOS with OSLog

- Connect the phone to a computer and view the console.
- Collect a sysdiagnose of the entire device, which takes up to 15 minutes and results in a 200+ MB archive.
- Programmatically from the app, but only for current pld



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Collect logs in iOS to text file

- Start with open-source frameworks

Logging libraries

Showing projects tagged as Logging

SwiftyBeaver

★ 9.5 ❤ 6.9 L4 Swift

Convenient & secure logging during development & release in Swift 4 & 5



```
// add log destinations. at least one is needed!
let console = ConsoleDestination() // log to Xcode Console
let file = FileDestination() // log to default swiftybeaver.log file

// use custom format and set console output to short time, log level & message
console.format = "$DHH:mm:ss$d $L $M"
// or use this for JSON output: console.format = "$J"

// In Xcode 15, specifying the logging method as .logger to display color, subsystem, and category
console.logPrintWay = .logger(subsystem: "Main", category: "UI")
// If you prefer not to use the OSLog API, you can use print instead.
// console.logPrintWay = .print

// add the destinations to SwiftyBeaver
log.addDestination(console)
log.addDestination(file)

// Now let's log!
log.verbose("not so important") // prio 1, VERBOSE in silver
log.debug("something to debug") // prio 2, DEBUG in green
log.info("a nice information") // prio 3, INFO in blue
log.warning("oh no, that won't be good") // prio 4, WARNING in yellow
log.error("ouch, an error did occur!") // prio 5, ERROR in red

// log anything!
log.verbose(123)
log.info(-123.45678)
log.warning(Date())
log.error(["I", "like", "logs!"])
log.error(["name": "Mr Beaver", "address": "7 Beaver Lodge"])

// optionally add context to a log message
console.format = "$L: $M $X"
log.debug("age", context: 123) // "DEBUG: age 123"
log.info("my data", context: [1, "a", 2]) // "INFO: my data [1, \"a\", 2]"
```

XCGLogger

★ 9.3 ❤ 7.6 L3 Swift

A debug log framework for use in Swift projects. Allows you to log details to the console (and optionally a file), just like you would have with NSLog() or print(), but with additional information, such as the date, function name, filename and line number.

Dotzu

★ 8.3 ❤ 0.0 L5 Swift

DISCONTINUED. Debugger tool for iOS developer. Display logs, network request, device informations, crash logs while using the app.

TinyConsole

★ 8.2 ❤ 0.0 L5 Swift

TinyConsole is a micro-console that can help you log and display information inside an iOS



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Collect logs in iOS with Firebase Crashlytics

Event summary 1.5.3 (2500) iOS+ iOS 17.5.1 iPhone 14 Aug 5, 2024, 7:20:00 PM

Stack trace Keys Logs & Breadcrumbs Data Rollouts

Crashed: com.apple.main-thread
EXC_BREAKPOINT 0x0000000195fe8924

0	libdispatch.dylib	_dispatch_queue_xref_dispose.cold.2 + 36
1	libdispatch.dylib	_dispatch_lane_suspend + 62

Event summary 1.5.3 (2500) iOS+ iOS 17.5.1 iPhone 14 Aug 5, 2024, 7:20:00 PM

Stack trace Keys Logs & Breadcrumbs Data Rollouts

2	Device	Operating System	Crash
3	Model: iPhone 14	Version: 17.5.1	Date: Aug 5, 2024, 7:20:00 PM
4	Orientation: Portrait	Orientation: Portrait	App version: 1.5.3 (2500)
5	RAM free: 307.19 MB	Jailbroken: No	
6	Disk free: 80.95 GB		
7			



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Collect logs in iOS with Firebase Crashlytics

The screenshot shows the Firebase Crashlytics interface with the 'Keys' tab selected. At the top, there are tabs for 'Stack trace', 'Keys' (which is active), 'Logs & Breadcrumbs', 'Data', and 'Rollouts'. Below the tabs is a search bar labeled 'Filter keys'. A table then displays two key-value pairs:

Key	Value for this event
crash_info_entry_0	BUG IN CLIENT OF LIBDISPATCH: Release of an inactive object
isPremium	0



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Collect logs in iOS with Firebase Crashlytics

The screenshot shows the Firebase Crashlytics interface for an event summary. The event details are: Version 1.5.3 (2500), Platform iOS+ iOS 17.5.1, Device iPhone 14, Date Aug 5, 2024, 7:20:00 PM. The 'Logs & Breadcrumbs' tab is selected. A search bar at the top says 'Filter logs'. Below it is a table with one row:

#	Time (newest first)	Source	Log
1	07:15:09.423 PM		Show launch animation dispatch leave called

At the bottom right of the table is a 'Download .log' button.



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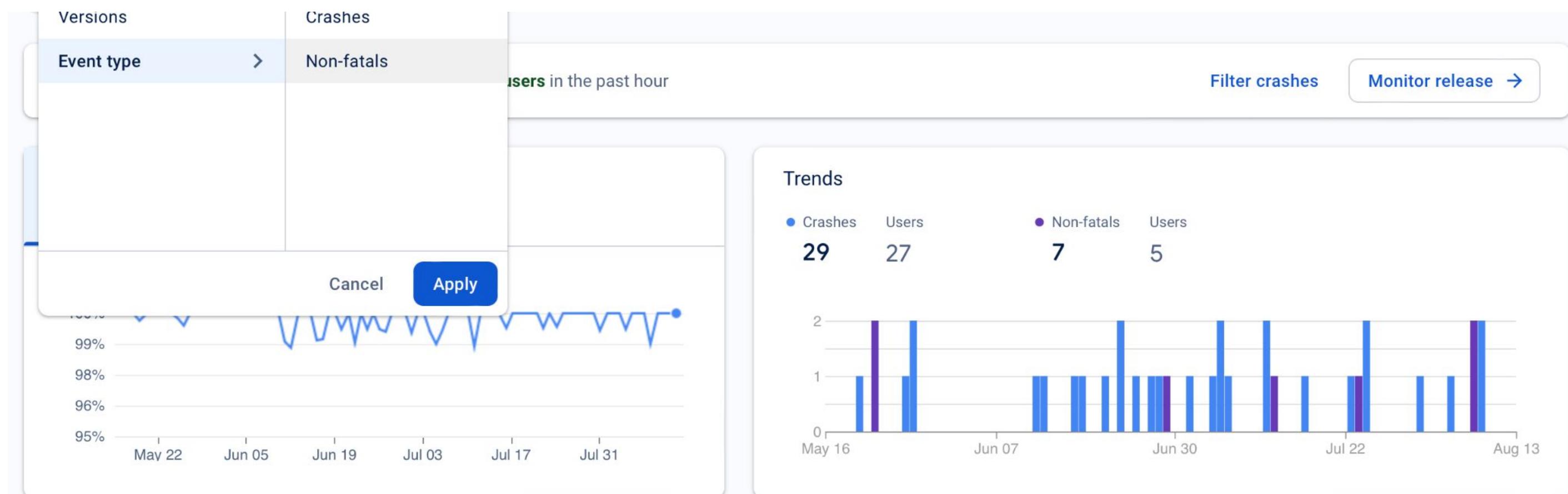
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Collect logs in iOS with Firebase Crashlytics





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Collect logs in iOS with Firebase Crashlytics

- Data limit
- No custom queries



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General Advices for Writing Logs to a Text File



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General Advices for Writing Logs to a Text File

- **Debug** - very detailed information, mostly for developers during troubleshooting
- **Info** - general operational messages about the application's progress
- **Notice** - normal but significant events, slightly above Info in importance
- **Warning** - indications of potential issues or risks that aren't yet errors
- **Error** - serious issues that affect functionality but allow the application to continue running
- **Critical** - severe errors causing partial or complete application failure



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General Advices for Writing Logs to a Text File

```
10 final class Logger {
11
12     static func debug(subdomain: CustomStringConvertible = "",
13                         _ msg: String,
14                         file: String = #file,
15                         function: String = #function,
16                         line: Int = #line) {
17         // some implementation of logger here
18     }
19 }
20
21 final class ViewController: UIViewController {
22
23     override func viewDidLoad() {
24         super.viewDidLoad()
25
26         #if LOGGING_ENABLED
27         Logger.debug("ViewController viewDidLoad")
28         #endif
29     }
30
31     override func viewDidAppear(_ animated: Bool) {
32         super.viewDidAppear(animated)
33
34         #if LOGGING_ENABLED
35         Logger.debug("ViewController viewDidAppear")
36         #endif
37     }
38 }
```



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14                         _ msg: String,
15                         file: String = #file,
16                         function: String = #function,
17                         line: Int = #line) {
18         // some implementation of logger here
19     }
20     #else
21     static func debug(subdomain: CustomStringConvertible = "",
22                         _ msg: String,
23                         file: String = #file,
24                         function: String = #function,
25                         line: Int = #line) {} // EMPTY HERE
26     #endif
27 }
28
29 final class ViewController: UIViewController {
30
31     override func viewDidLoad() {
32         super.viewDidLoad()
33
34         Logger.debug("ViewController viewDidLoad")
35     }
36
37     override func viewWillAppears(animated: Bool) {
38         super.viewWillAppears(animated)
39
40         Logger.debug("ViewController viewWillAppears")
41     }
42 }
```



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```
10 final class Logger {  
11  
12     #if LOGGING_ENABLED  
13     static func debug(subdomain: CustomStringConvertible = "",  
14                         _ msg: @autoclosure () -> CustomStringConvertible,  
15                         file: String = #file,  
16                         function: String = #function,  
17                         line: Int = #line) {  
18         // some implementation of logger here  
19     }  
20     #else  
21     static func debug(subdomain: CustomStringConvertible = "",  
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23                         file: String = #file,  
24                         function: String = #function,  
25                         line: Int = #line) {} // EMPTY HERE  
26     #endif  
27 }  
28  
29 final class ViewController: UIViewController {  
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31     override func viewDidLoad() {  
32         super.viewDidLoad()  
33  
34         Logger.debug("ViewController viewDidLoad")  
35     }  
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37     override func viewDidAppear(_ animated: Bool) {  
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40         Logger.debug("ViewController viewDidAppear")  
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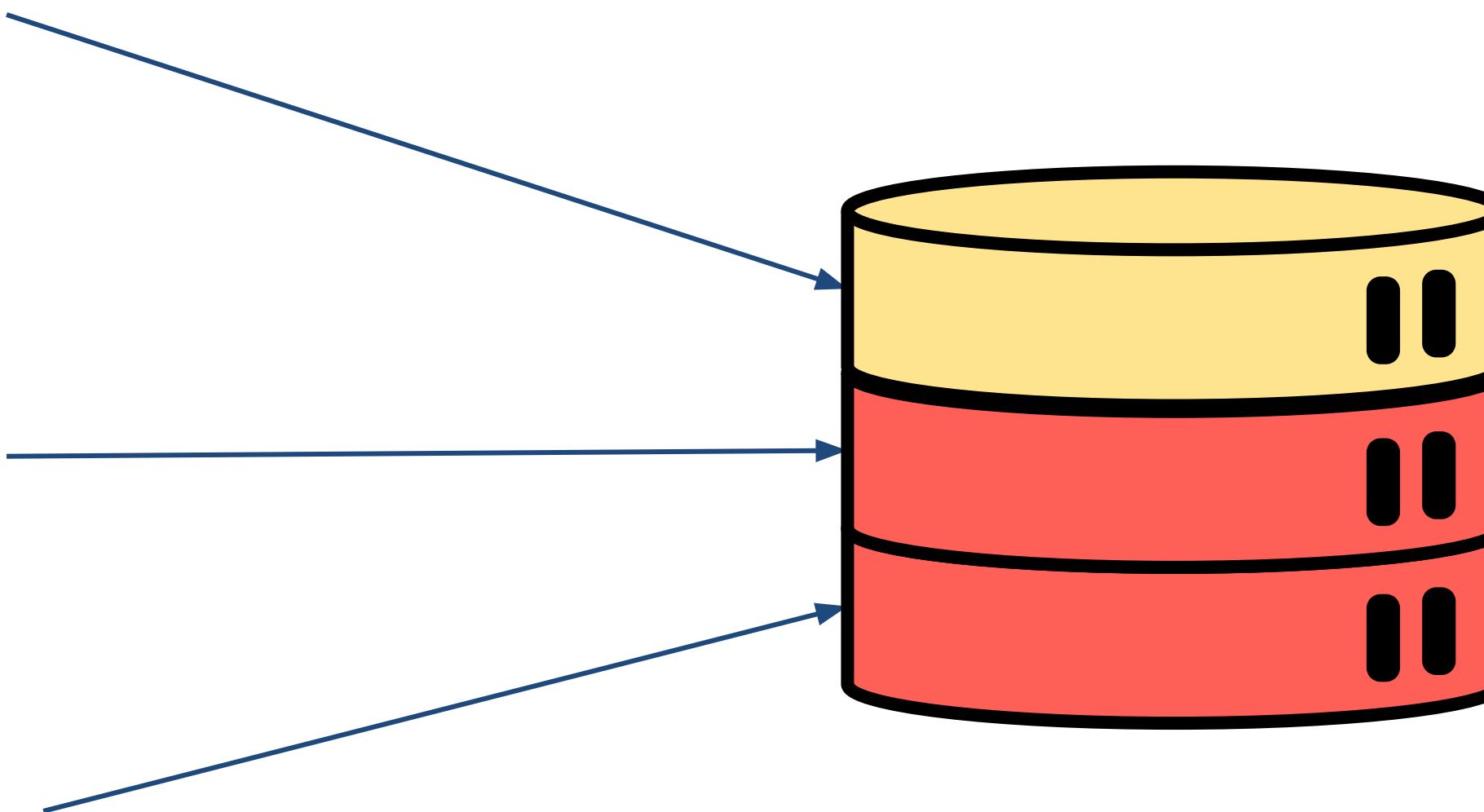
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Logs size





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Send state instead of logs

- What screens viewed
- Which API requests made
- Settings values
- Business logic flags
- Feature flags



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Observability in iOS

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Logging

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Optimize!

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Notification Service Extension





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Observability

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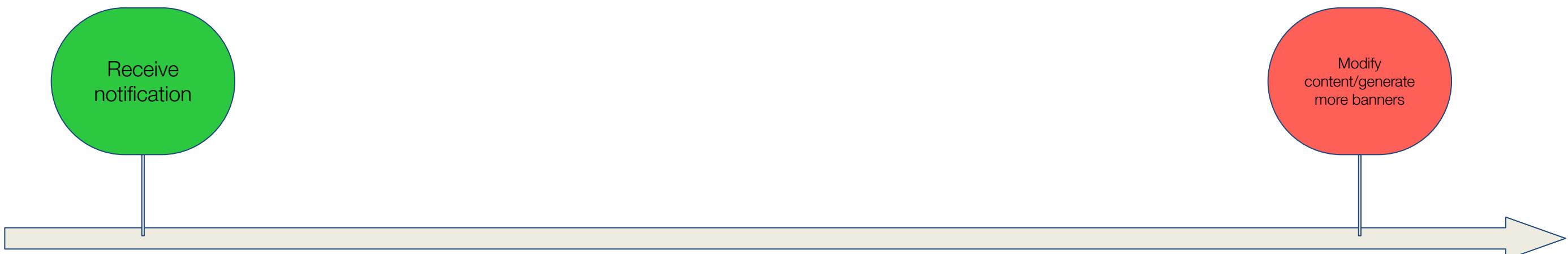
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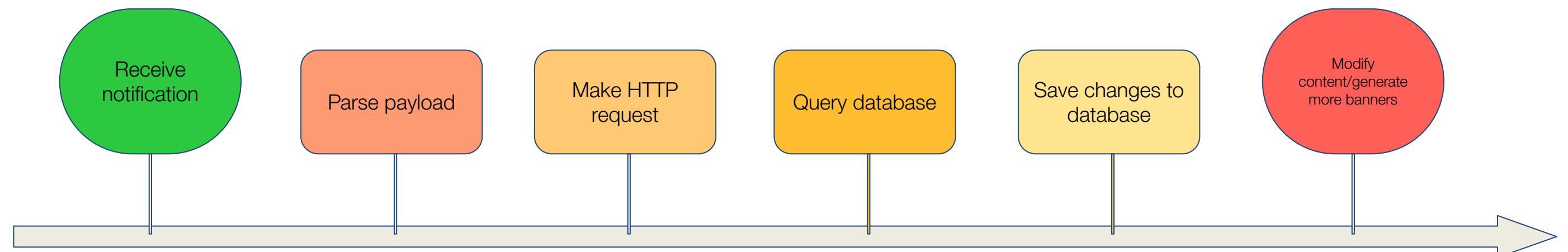
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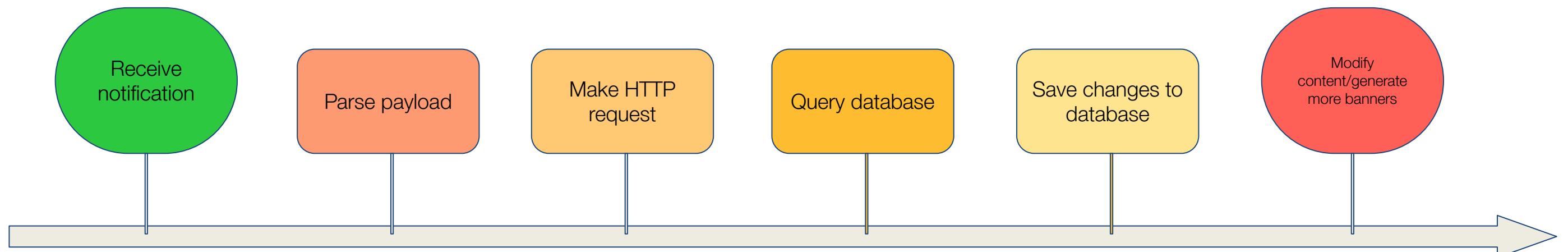
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Notification Service Extension steps

```
44 struct Tasks: OptionSet {  
45     let rawValue: Int  
46  
47     static let receiveNotification = Tasks(rawValue: 1 << 0)  
48     static let parsePayload = Tasks(rawValue: 1 << 1)  
49     static let makeHTTPRequest = Tasks(rawValue: 1 << 2)  
50     static let queryDatabase = Tasks(rawValue: 1 << 3)  
51     static let saveChangesToDB = Tasks(rawValue: 1 << 4)  
52     static let generateBanners = Tasks(rawValue: 1 << 5)  
53     static let finish = Tasks(rawValue: 1 << 6)  
54 }
```



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Notification Service Extension steps

```
56
57 func checkPreviousRun(tasks: Tasks) {
58     guard tasks.contains(.finish) else {
59         report(msg: "previous run not finished, \(tasks)")
60         return
61     }
62
63     // other checks
64 }
```



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“
**It's important to
follow established
patterns**

with an emphasis on adhering to SOLID principles



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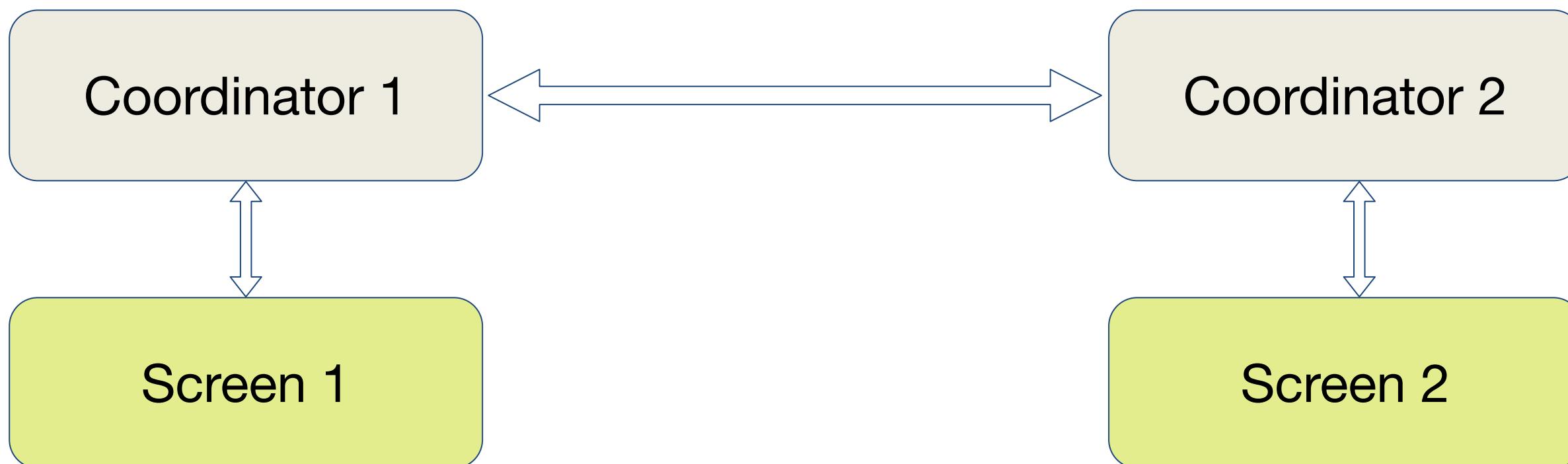
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Coordinator pattern





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Coordinator pattern

Registration -> Enter Code -> Main Screen -> More Screen -> Settings



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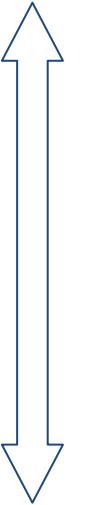
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R1 -> E1 -> M1 -> M2 -> M3



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```
45 func applicationWillTerminate(_ application: UIApplication) {  
46     settingsStorage.lastScreenBeforeTerminate = rootCoordinator.presentedScreenName  
47 }  
48
```

Logging

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Coordinator pattern

```
35 func application(_ application: UIApplication,  
36                     didFinishLaunchingWithOptions launchOptions: [UIApplication.LaunchOptionsKey: Any]?) -> Bool {  
37  
38     if let lastScreenBeforeTerminate = settingsStorage.lastScreenBeforeTerminate {  
39         metricsService.track(.lastScreenBeforeTerminate, value: lastScreenBeforeTerminate)  
40     }  
41  
42     return true  
43 }  
44  
45 func applicationWillTerminate(_ application: UIApplication) {  
46     settingsStorage.lastScreenBeforeTerminate = rootCoordinator.presentedScreenName  
47 }  
48 }
```



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Coordinator pattern

- Track App Start time
- Track User Story time



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Network/API service

```
57 func executeHTTPRequest(method: HTTPMethod,  
58     url: URL,  
59     headers: [String: String]?,  
60     body: Data?,  
61     completion: ((Result<Data, Error>) -> Void)?) {  
62     // 1. implementation of making HTTP Request  
63  
64     // 2. handling response or error  
65  
66     metricsService.trackHTTPRequest(url: url, elapsedTime: currentTimeSinceStart)  
67 }
```

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Annoyed tap





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Thank you!

iOS Team Lead

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