

Tracing in a Multithreaded, Multiplatform Environment



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Most Java programmers use some kind of tracing system to keep track of potential errors and problems in code under development. However, multithreaded and multiplatform systems can generate a large and baffling amount of tracing data. This article offers tips that will help you make sense of trace data from complex applications.

For more details, please visit <http://scripts.goclix.com/tracing-in-a-multithreaded-multiplatform-environment-13668>