Design Patterns and Principles – output

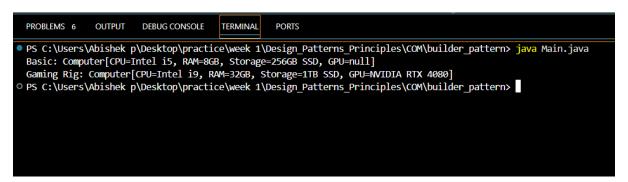
Exercise 1: Implementing the Singleton Pattern

```
PS C:\Users\Abishek p\Desktop\practice\week 1\Design_Patterns_Principles\COM\singletonpattern> java Main.java Logger instance created.
[LOG] Application started.
[LOG] Another log entry.
Same instance? true
PS C:\Users\Abishek p\Desktop\practice\week 1\Design_Patterns_Principles\COM\singletonpattern>
```

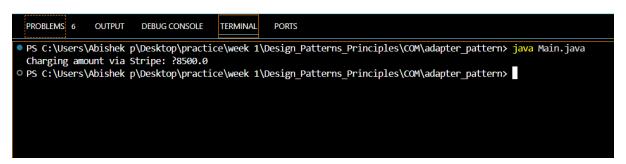
Exercise 2: Implementing the Factory Method Pattern

• PS C:\Users\Abishek p\Desktop\practice\week 1\Design_Patterns_Principles\COM\factory_method> java Main.java
Opening Word document.
Opening PDF document.
Opening Excel document.
O PS C:\Users\Abishek p\Desktop\practice\week 1\Design_Patterns_Principles\COM\factory_method>

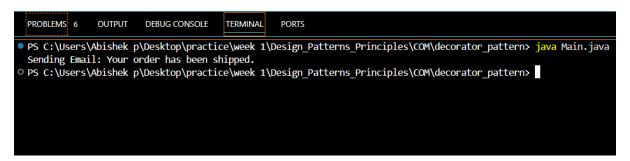
Exercise 3: Implementing the Builder Pattern



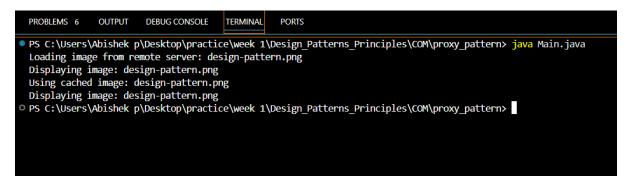
Exercise 4: Implementing the Adapter Pattern



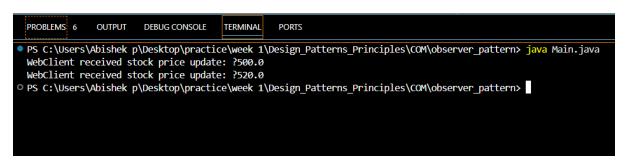
Exercise 5: Implementing the Decorator Pattern



Exercise 6: Implementing the Proxy Pattern



Exercise 7: Implementing the Observer Pattern



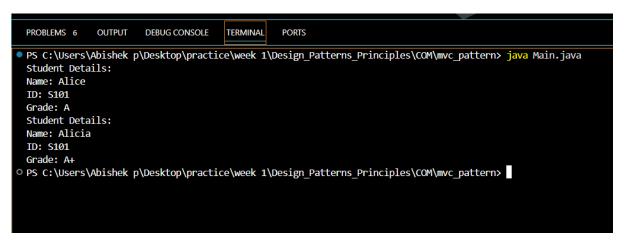
Exercise 8: Implementing the Strategy Pattern



Exercise 9: Implementing the Command Pattern



`Exercise 10: Implementing the MVC Pattern



Exercise 11: Implementing Dependency Injection

