**Implementing the Singleton Pattern**

**Code:**

public class SingletonPatternExample {

    static class Logger {

        private static Logger instance;

        private Logger() {

            System.out.println("Logger Instance Is Created");

        }

        public static Logger getInstance() {

            if (instance == null) {

                instance = new Logger();

            }

            return instance;

        }

        public void log(String message) {

            System.out.println("Log: " + message);

        }

    }

        public static void main(String[] args) {

        Logger logger1 = Logger.getInstance();

        logger1.log("This is the first log message.");

        Logger logger2 = Logger.getInstance();

        logger2.log("This is the second log message.");

        if (logger1 == logger2) {

            System.out.println("Both logger1 and logger2 are the same instance.");

        } else {

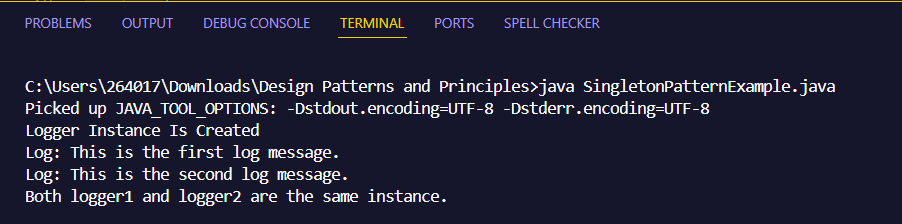
            System.out.println("Different instances exist.");

        }

    }

}

**Output:**

****