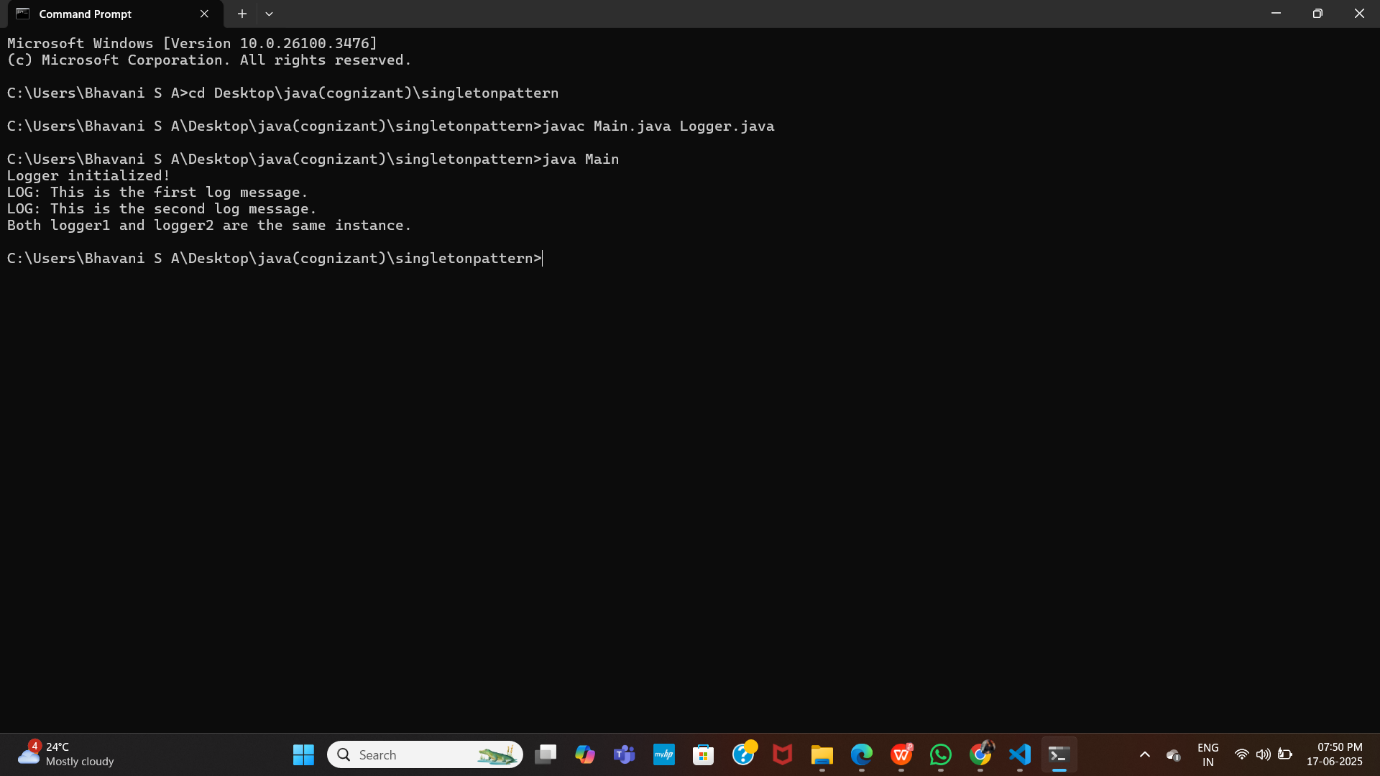
**HANDSON 1:** Implementing the Singleton Pattern

* It’s a design pattern that makes sure a class has only one instance in the whole application, and it gives a global access point to that instance.
* We don’t want 100 copies of them floating around. we want ONE, that everyone shares. That’s where Singleton comes in.
* The Singleton pattern ensures that only one instance of a class is created and provides a global access point to it. We used this pattern for a Logger utility class so that all logging actions in the app go through a single instance. This avoids duplication, saves memory, and maintains consistency.

**Output**

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