**Exercise 1: Implementing the Singleton Pattern**

**Source code:**

**Logger.java :**

class Logger

{

private static Logger instance;

private Logger()

{

System.out.println("Singleton instance created");

}

public static Logger getInstance() {

if (instance == null) {

instance = new Logger();

}

return instance;

}

public void show() {

System.out.println("Hello from Singleton class");

}

}

**SingletonPatternExample.java :**

public class SingletonPatternExample

{

public static void main(String[] args) {

Logger l1 = Logger.getInstance();

Logger l2 = Logger.getInstance();

l1.show();

if(l1==l2)

{

System.out.println(" These objects have same Address " +l1.hashCode());

}

}

}

**OUTPUT SCREENSHOT:**

