**Source code for Singleton Pattern**

public class Logger {

private static Logger instance;

private Logger() {

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

}

public static Logger getInstance() {

if (instance == null) {

instance = new Logger(); // Corrected from "new logger();"

}

return instance;

}

public void log(String message) {

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

}

public static void main(String[] args) {

Logger log1 = Logger.getInstance();

log1.log("This is the first log message");

Logger log2 = Logger.getInstance();

log2.log("This is the second log message");

System.out.println("log1 == log2? " + (log1 == log2)); // Should print true

}

}

**Output**

