Exercise 1: Implementing a Singleton Pattern

class SingletonTest {  
 public static void main(String[] args) {  
 Logger logger1 = Logger.getInstance();  
 Logger logger2 = Logger.getInstance();  
 logger1.log("Input from logger1.");  
 logger2.log("Input from logger2.");  
 if (logger1 == logger2) {  
 System.out.println("Singleton Class Confirmed");  
 } else {  
 System.out.println("Singleton Class Failed");  
 }  
 }  
 public static class Logger {  
 private static Logger instance;  
 private Logger() {  
 System.out.println("Logger Instance Created.");  
 }  
 public static Logger getInstance() {  
 if (instance == null) {  
 instance = new Logger();  
 }  
 return instance;  
 }  
 public void log(String message) {  
 System.out.println("LOG: " + message);  
 }  
 }  
}  
