

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Facade
{
    class Program
    {
        static void Main(string[] args)
        {
            FacadeSingleton fs1 = FacadeSingleton.Instance;
            FacadeSingleton fs2 = FacadeSingleton.Instance;

            // To check FacadeSingleton make one instance
            if (fs1.Equals(fs2))
            {
                Console.WriteLine("Same Instance");
            }
            else
            {
                Console.WriteLine("Different Instance");
            }

            Console.ReadKey();
        }
    }
}
```