**Exercise 1: Implementing the Singleton Pattern**

***Singleton.cs***

using System;

public class Singleton

{

private static Singleton instance;

    private Singleton()

    {

        Console.WriteLine("Singleton instance created");

    }

    public static Singleton GetInstance()

    {

        if (instance == null)

        {

            instance = new Singleton();

        }

        return instance;

    }

    public void ShowMessage()

    {

        Console.WriteLine("Hello...");

    }

    public static void Main(string[] args)

    {

        Singleton s1 = Singleton.GetInstance();

        s1.ShowMessage();

        Singleton s2 = Singleton.GetInstance();

        s2.ShowMessage();

    }

}

