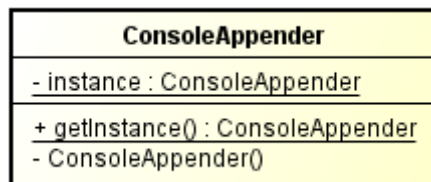


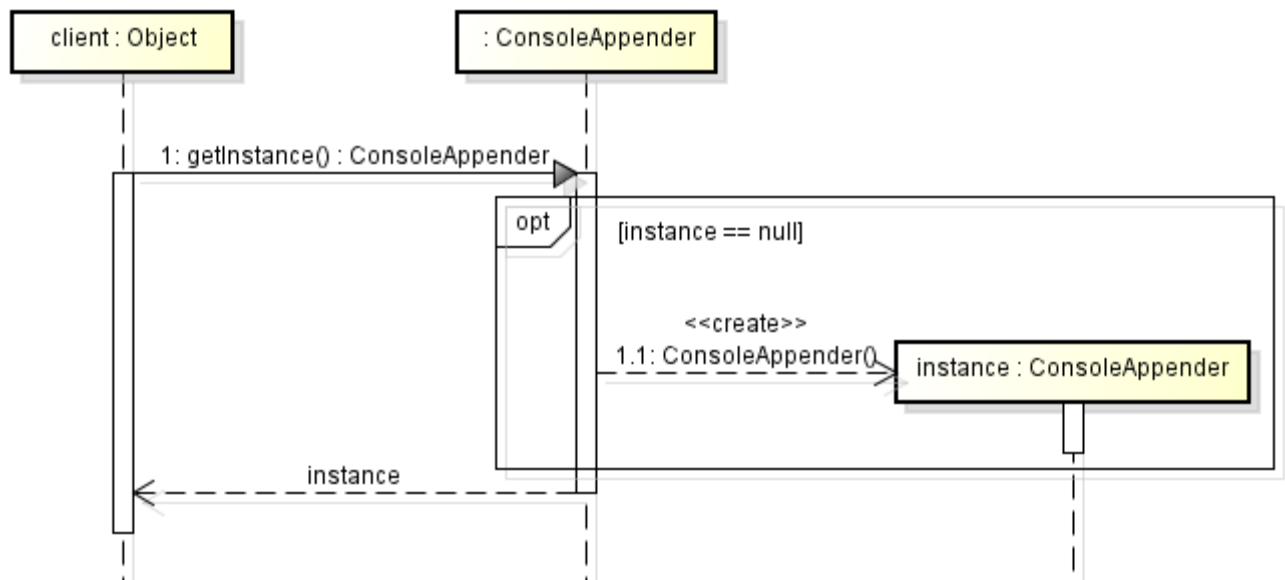
Why

The singleton design pattern was implemented for the logger because only one instance is needed. There only needs to be one instance of the logger for multiple classes to register. Furthermore, the logger needs to be globally accessible to all classes that require events to be logged.

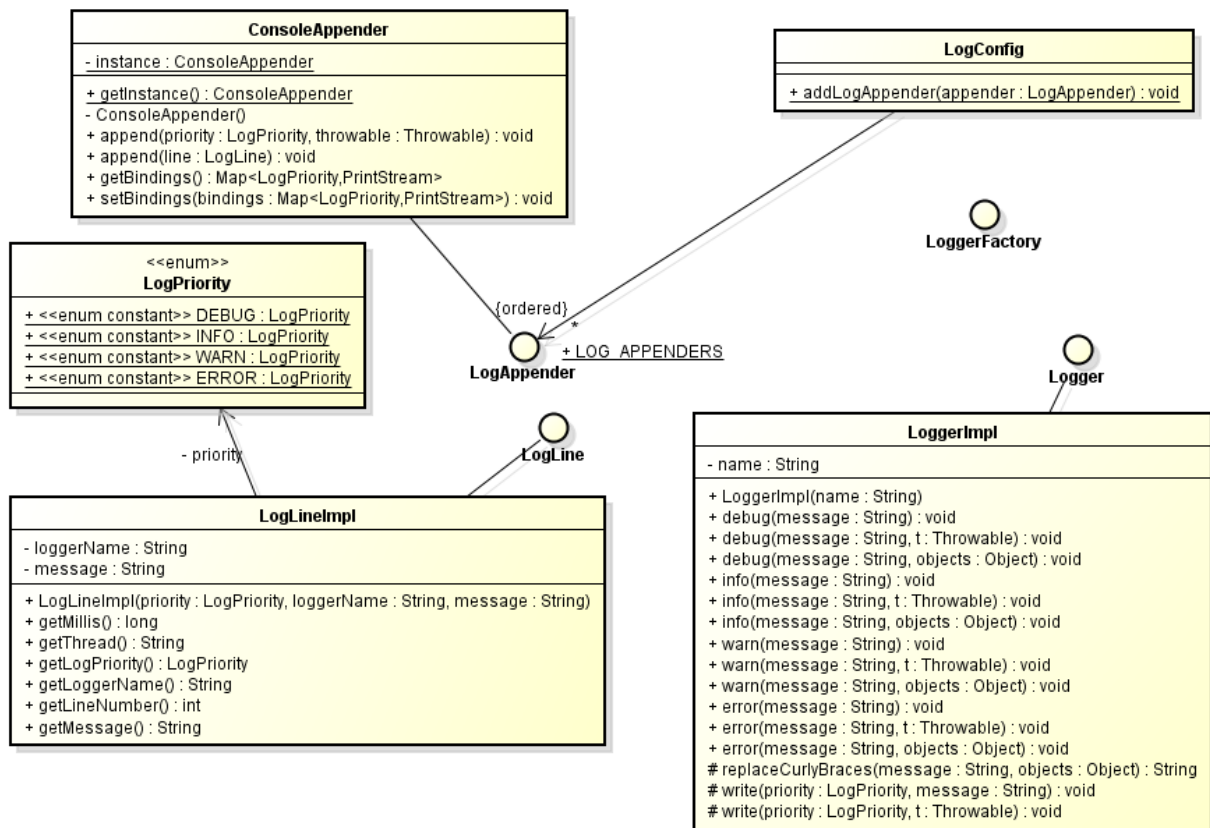
Singleton class diagram for ConsoleAppender:



Singleton sequence diagram for ConsoleAppender:



Logger class diagram:



Logger sequence diagram:

