WEEK 1:- ENGINEERING CONCEPTS

Design Patterns and Principles ---

Exercise 1: Implementing the Singleton Pattern

Scenario:

You need to ensure that a logging utility class in your application has only one instance throughout the application lifecycle to ensure consistent logging.

Steps:

1. **Create a New Java Project:**
   - Create a new Java project named **SingletonPatternExample**.
2. **Define a Singleton Class:**
   - Create a class named Logger that has a private static instance of itself.
   - Ensure the constructor of Logger is private.
   - Provide a public static method to get the instance of the Logger class.
3. **Implement the Singleton Pattern:**
   - Write code to ensure that the Logger class follows the Singleton design pattern.
4. **Test the Singleton Implementation:**
   - Create a test class to verify that only one instance of Logger is created and used across the application.