

Classes, objects, static variables

1. Singleton Design Pattern:

- Explain the purpose of the Singleton design pattern. Why might you want to ensure that only one instance of a class is created?
- Describe the implementation of the Singleton class and how it prevents multiple instances from being created.
- Discuss potential use cases where the Singleton pattern is beneficial.

2. Bank Account Management:

- Create a new bank account using the **Account** class and perform a series of deposits and withdrawals. Display the account details after each transaction.
- Explain the role of static variables in the **Account** class. How do they contribute to tracking total accounts and total balance across all accounts?
- Implement a method in the **Account** class to display the total balance across all accounts.

3. Employee Management System:

- Instantiate several **Employee** objects and assign them to different departments within a Company. Display the total number of employees and total salary expenses.
- Discuss the significance of static variables in the **Employee** class. How do they help in maintaining a count of total employees and tracking salary expenses?
- Implement methods in the **Employee** class to display the total number of employees and total salary expenses.



1.

```
public class Logger {
    private static Logger instance;

    // Private constructor to prevent instantiation from outside the class
    private Logger() {
    }

    // Provide a global point of access to the instance
    public static Logger getInstance() {
        if (instance == null) {
            instance = new Logger();
        }
        return instance;
    }

    // Log a message
    public void log(String message) {
        System.out.println("Log: " + message);
        // Additional logging logic can be added here
    }
}

public class Main {
    public static void main(String[] args) {
        // Get the logger instance
        Logger logger = Logger.getInstance();

        // Use the logger to log messages
        logger.log("This is a log message.");
        logger.log("Another log message.");

        // Even if you try to create a new instance, you'll get the same one
        Logger anotherLogger = Logger.getInstance();
        System.out.println(logger == anotherLogger); // This will print true
    }
}
```



2.

```
public class Account {  
    private static int totalAccounts = 0;  
    private static double totalBalance = 0;  
  
    private int accountNumber;  
    private double balance;  
  
    public Account(double initialBalance) {  
        accountNumber = ++totalAccounts;  
        balance = initialBalance;  
        totalBalance += initialBalance;  
    }  
  
    public void deposit(double amount) {  
        balance += amount;  
        totalBalance += amount;  
    }  
  
    public void withdraw(double amount) {  
        if (balance >= amount) {  
            balance -= amount;  
            totalBalance -= amount;  
        } else {  
            System.out.println("Insufficient funds!");  
        }  
    }  
  
    public static void displayTotalBalance() {  
        System.out.println("Total Balance across all accounts: $" + totalBalance);  
    }  
  
    // Other methods can be added here  
}
```



3.

```
public class Employee {  
    private static int totalEmployees = 0;  
    private static double totalSalaryExpenses = 0;  
  
    private int employeeId;  
    private String name;  
    private double salary;  
  
    public Employee(String name, double salary) {  
        this.name = name;  
        this.salary = salary;  
        employeeId = ++totalEmployees;  
        totalSalaryExpenses += salary;  
    }  
  
    public static void displayTotalEmployees() {  
        System.out.println("Total Number of Employees: " + totalEmployees);  
    }  
  
    public static void displayTotalSalaryExpenses() {  
        System.out.println("Total Salary Expenses: $" + totalSalaryExpenses);  
    }  
  
    // Other methods can be added here  
}
```