public class SingletonPatternExample {  
 static class Logger {  
 private static Logger *instance*;  
 private Logger() {  
 System.*out*.println("Logger instance created.");  
 }  
 public static Logger getInstance() {  
 if (*instance* == null) {  
 *instance* = new Logger();  
 }  
 return *instance*;  
 }  
 public void log(String message) {  
 System.*out*.println("Log: " + message);  
 }  
 }  
 public static void main(String[] args) {  
 Logger logger1 = Logger.*getInstance*();  
 logger1.log("First log entry.");  
 Logger logger2 = Logger.*getInstance*();  
 logger2.log("Second log entry.");  
 if (logger1 == logger2) {  
 System.*out*.println("Only one instance of Logger is used.");  
 } else {  
 System.*out*.println("Different Logger instances exist!");  
 }  
 }  
 }