# Exercise 1: Implementing the Singleton Pattern

Logger.java:

package com.example.logging;

public class Logger {

//Private static instance of the class

private static Logger *instance*;

//Private constructor

private Logger() {

System.***out***.println("Logger instance created");

}

// public static method to get the instance of the class

public static Logger getInstance() {

if(*instance* == null) {

*instance* = new Logger();

}

return *instance*;

}

public void logDetails(String message) {

System.***out***.println(message);

}

}

SingletonTest.java:

package com.example.logging;

public class SingletonTest {

public static void main(String[] args) {

Logger logger1 = Logger.*getInstance*();

logger1.logDetails("First log message");

Logger logger2 = Logger.*getInstance*();

logger2.logDetails("Second log message");

if(logger1 == logger2) {

System.***out***.println("Both logger1 and logger2 are same instance");

} else {

System.***out***.println("Different instances created - singleton failed");

}

}

}

Output:

