**TOPIC :DESIGN PATTERN AND PRINCIPLES**

EXERCISE 1: IMPLEMENTING THE SINGLETON PATTERN

public class Singleton {

private static final Singleton ***instance*** = new Singleton();

private Singleton() {}

public static Singleton getInstance() {

return ***instance***;

}

public void sayHello() {

System.***out***.println("Singleton pattern");

}

}

// testing class

public class TestSingleton {

public static void main(String[] args) {

Singleton s1 = Singleton.*getInstance*();

s1.sayHello();

Singleton s2 = Singleton.*getInstance*();

System.***out***.println("is it the same instance " + (s1 == s2));

}

}

**OUTPUT SCREENSHOT:**

