**Exercise 1: Implementing the Singleton Pattern**

**CODE :**

using System;

public class Singleton

{

private static Singleton instance = null;

private static readonly object lockObj = new object();

private Singleton() { }

public static Singleton Instance

{

get

{

lock (lockObj)

{

if (instance == null)

instance = new Singleton();

return instance;

}

}

}

public void ShowMessage()

{

Console.WriteLine("Singleton instance method called.");

}

}

class Program

{

static void Main(string[] args)

{

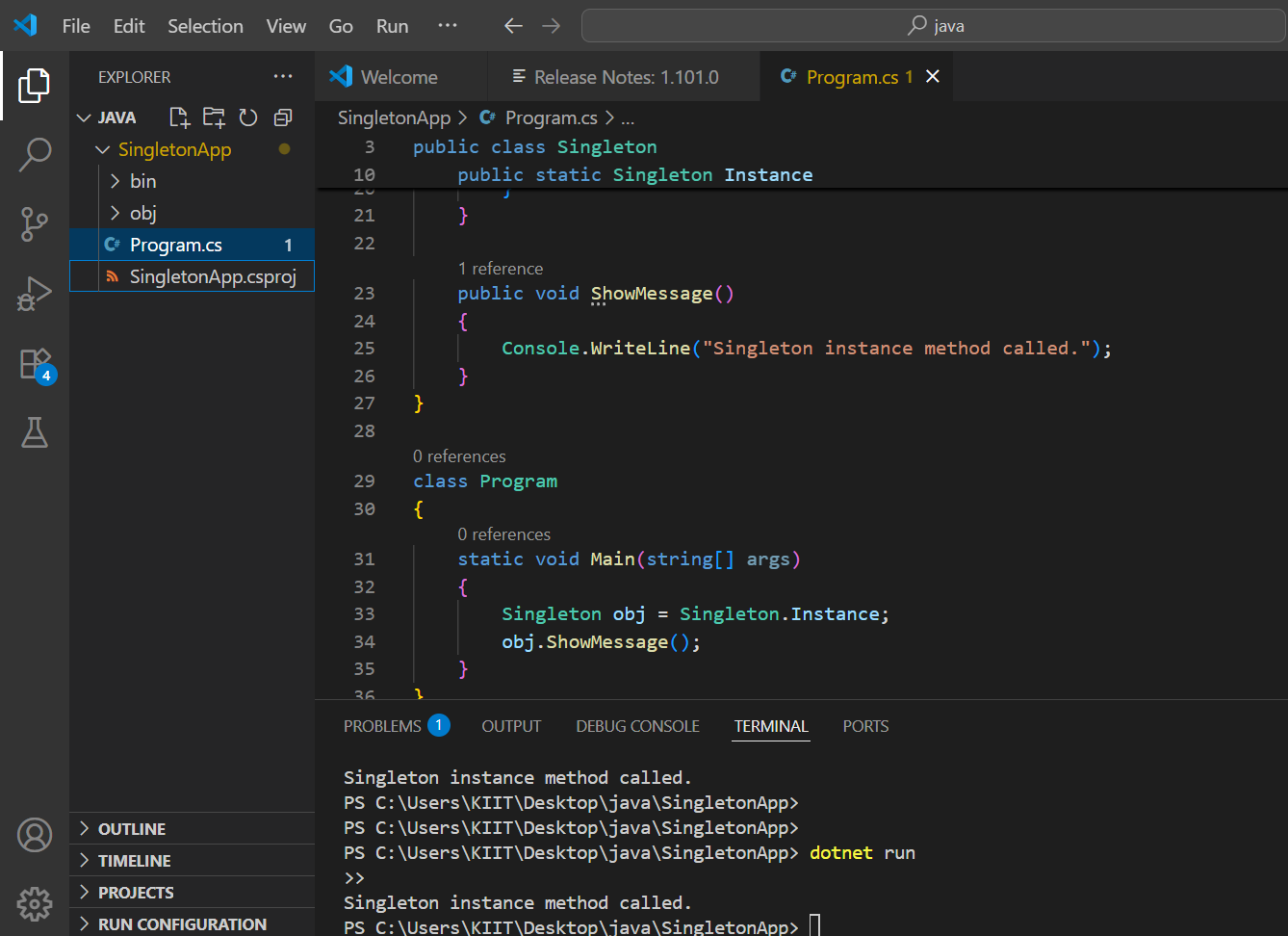
Singleton obj = Singleton.Instance;

obj.ShowMessage();

}

}

**OUTPUT**

****