**Implementing the Singleton Pattern Superset ID: 6385612**

import java.util.\*;

class Logger{

private static Logger instance;

private Logger(){

System.out.println("Welcome to singleton pattern");

}

public static Logger getinstance(){

if(instance==null){

instance=new Logger();

}

return instance;

}

public void Showmessage(){

System.out.println("Happy day");

}

public static void main(String[] args){

Logger obj1=Logger.getinstance();

Logger obj2=Logger.getinstance();

obj1.Showmessage();

if(obj1==obj2){

System.out.println("Obj1 & Obj2 refers to same Logger instance");

}

else{

System.out.println("singleton pattern fails");

}

}

}

**OUTPUT:**

