**Exercise 1: Implementing the Singleton Pattern**

using System;

class SingletonPatternExample

{

static void Main(string[] args)

{

Logger obj1 = Logger.GetInstance();

Logger obj2 = Logger.GetInstance();

if (obj1 == obj2)

{

Console.WriteLine("Both logger instances are same");

}

else

{

Console.WriteLine("Both Instances are different");

}

}

}

class Logger

{

private static Logger obj;

private Logger()

{

Console.WriteLine("instance created");

}

public static Logger GetInstance()

{

if (obj == null)

{

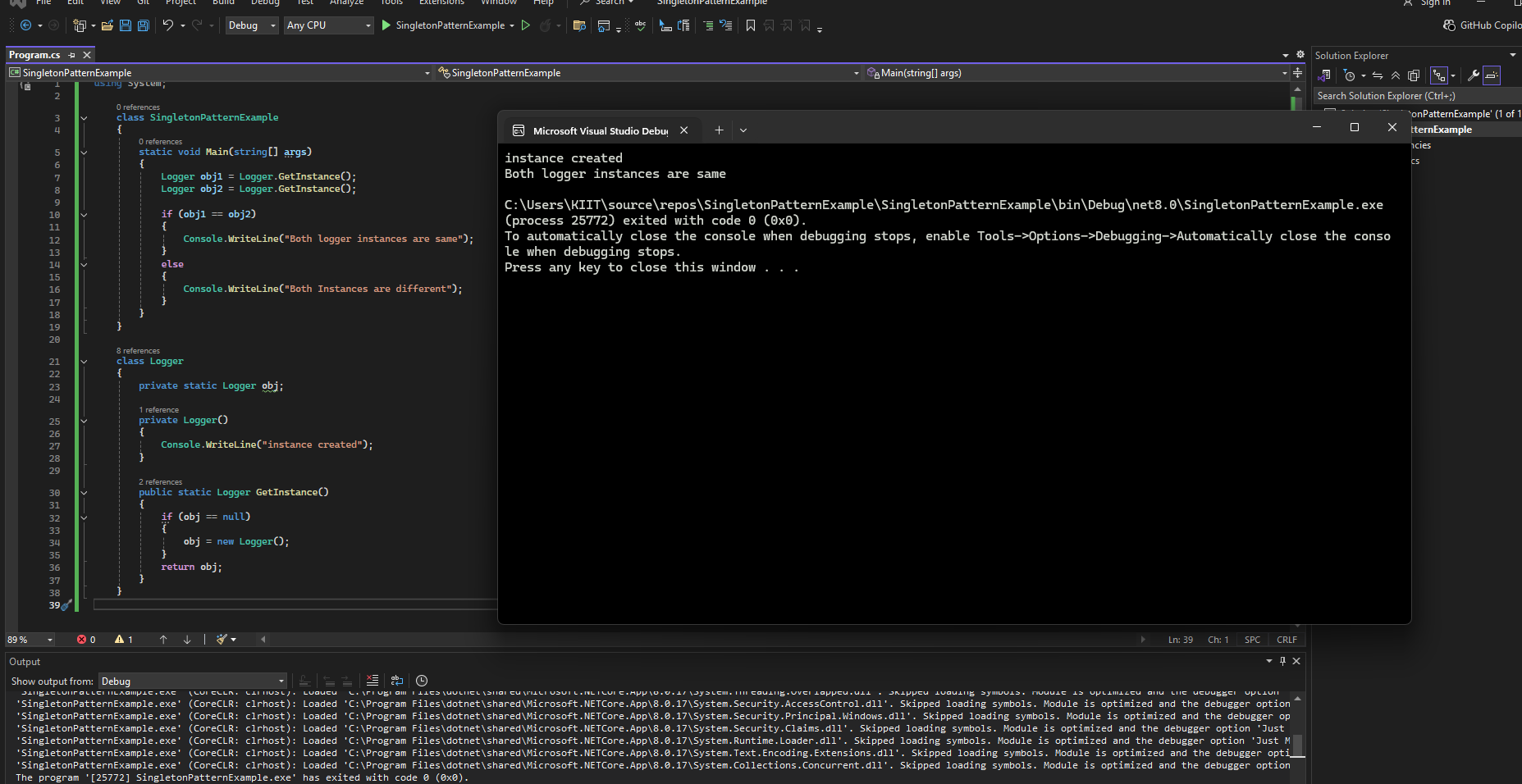
obj = new Logger();

}

return obj;

}

}

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