Exercise 1 : Implementing the Singleton Pattern

class SingletonSimple {

private static final SingletonSimple instance = new SingletonSimple();

private SingletonSimple() {

System.out.println("SingletonSimple created");

}

public static SingletonSimple getInstance() {

return instance;

}

public void greet() {

System.out.println("Hi there!");

}

}

public class Main {

public static void main(String[] args) {

SingletonSimple a = SingletonSimple.getInstance();

SingletonSimple b = SingletonSimple.getInstance();

a.greet();

if (a == b) {

System.out.println("Same instance");

} else {

System.out.println("Different instances");

}

}

}

Output:

