**Program:-**

using System;

public class Logger

{

private static Logger \_inst;

private Logger()

{

Console.WriteLine("Logger instance created.");

}

public static Logger GetInstance()

{

if (\_inst == null)

{

\_inst = new Logger();

}

return \_inst;

}

public void Log(string msg)

{

Console.WriteLine($"Log: {msg}");

}

}

public class Program

{

public static void Main(string[] args)

{

Logger l1 = Logger.GetInstance();

l1.Log("This is the first log message.");

Logger l2 = Logger.GetInstance();

l2.Log("This is the second log message.");

if (object.ReferenceEquals(l1, l2))

{

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

}

else

{

Console.WriteLine("Logger instances are different.");

}

}

}

**Output:-**

