**Singleton Pattern**

class (Logger) that can only have **one instance** throughout the whole program — ensuring consistent logging behaviour.

**Key Steps:**

1. **Private constructor** – To prevent creating new instances directly with new.
2. **Static instance variable** – To hold the single instance of the class.
3. **Public static method (getInstance())** – To return the existing single instance or create it if it doesn’t exist yet.

**Output:**

