# **Exercise 1: Implementing the Singleton Pattern**

### Scenario:

You need to ensure that a logging utility class in your application has only one instance thtroughout the application lifecycle to ensure consistent logging.

### Steps:

### 1. Created a New Java Project:

• Project name: SingletonPatternExample

# 2. Defined the Singleton Class:

- Created a class named Logger
- Made the constructor private
- Used a private static instance variable
- Provided a public static method to return the single instance

# Logger.java

```
public class Logger {
    private static Logger loggerInstance;

    private Logger() {
        System.out.println(x:"Logger initialized...");
    }

    public static Logger getInstance() {
        if (loggerInstance == null) {
            loggerInstance = new Logger();
        }
        return loggerInstance;

}

public void log(String message) {
        System.out.println("[LOG]: " + message);
    }
}
```

### 3. Implemented Singleton Logic:

- Used lazy initialization in getInstance() to create only one instance
- Verified using object references

### 4. Tested Singleton Implementation:

• Wrote a Main class to test and verify that both variables point to the same Logger instance

### Main.java

### **Output:**

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

PS C:\Users\Hp\Desktop\cts assessments\Engineering concepts\design nd patterns\pgm> javac Logger.java Main.java
>>

PS C:\Users\Hp\Desktop\cts assessments\Engineering concepts\design nd patterns\pgm> java Main
Logger initialized...

[LOG]: First log message

[LOG]: Second log message

Both loggers are the same instance (Singleton Verified )
PS C:\Users\Hp\Desktop\cts assessments\Engineering concepts\design nd patterns\pgm> []
```