## **SINGLETON PATTERN**

```
using System;
public class Logger
{
  private static Logger _instance;
  private static readonly object _lock = new object();
  private Logger()
  {
    Console.WriteLine("Logger initialized.");
  }
  public static Logger GetInstance()
  {
    if (_instance == null)
    {
      lock (_lock)
      {
         if (_instance == null)
         {
           _instance = new Logger();
        }
      }
    }
    return _instance;
  }
  public void Log(string message)
  {
    Console.WriteLine("Log: " + message);
```

```
}

class Program

{
    static void Main(string[] args)
    {
        Logger logger1 = Logger.GetInstance();
        logger1.Log("This is the first message.");

        Logger logger2 = Logger.GetInstance();
        logger2.Log("This is the second message.");

        Console.WriteLine($"Are both instances same? {ReferenceEquals(logger1, logger2)}");
    }
}
```

