**Singleton Pattern**

Program for Logger class:

class Logger

{

    private static Logger l = null;

    private Logger()

    {

        System.out.println("This is a singleton pattern");

    }

    public static Logger getLogger()

    {

        if(l == null)

            l = new Logger();

        return l;

    }

    public void test(String classes)

    {

        System.out.println("This is from class " + classes);

    }

}

Program for TestLogger.java:

public class TestLogger {

    public static void main(String[] args) {

        Logger l1 = Logger.getLogger();

        Logger l2 = Logger.getLogger();

        l1.test("Logger 1");

        l2.test("Logger 2");

        if(l1 == l2 )

            System.out.println("Singleton class works properly");

        else

            System.out.println("The singleton pattern does not work");

    }

}

**Output:**

