

Exercise 1: Singleton



The classical example for singleton pattern usage is logger classes. This class provides a global logging access point in all the application components without the necessity to create an object each time a logging operations is performed.

Assignment 1: implement a simple logger class as a singleton. Make sure your solution is thread safe, but don't worry – performance is not an issue.

Assignment 2: Explain what happens if you try to subclass the logger object.