**Exercise 1: Implementing the Singleton Pattern**

**Source Code :**

class Logger {

    private static Logger i;

    private Logger() {

        System.out.println("Logger class");

    }

    public static Logger getInst() {

        if (i == null) {

            i = new Logger();

        }

        return i;

    }

    public void Log(String m) {

        System.out.println("Log:" + m);

    }

}

public class SingletonPatternExample {

    public static void main(String[] args) {

        Logger l1 = Logger.getInst();

        l1.Log("Started logging");

        Logger l2 = Logger.getInst();

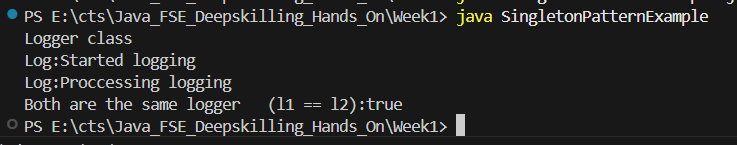
        l2.Log("Proccessing logging");

        System.out.println("Both are the same logger   (l1 == l2):" + (l1 == l2));

    }

}

**Output :**

--