**WEEK 1 :- Singleton Pattern Example**

**Code :**

package singletonpatternexample;

public class Logger {

private static Logger *instance*;

private Logger()

{

}

public static Logger getInstance()

{

if(*instance* == null)

{

*instance* = new Logger();

}

return *instance*;

}

public void logger(String message)

{

System.out.println("Logger Message : " + message);

}

}

package singletonpatternexample;

public class Main {

public static void main(String args[])

{

Logger logger1 = Logger.*getInstance*();

logger1.logger("This is the first instance");

Logger logger2 = Logger.*getInstance*();

logger2.logger("This is the second instance");

if(logger1 == logger2)

{

System.out.println("Both logger instances are same");

}

else

{

System.out.println("Both logger instances are different");

}

}

}

/\*\*

\*

\*/

/\*\*

\*

\*/

module SingletonPatternExample {

}

OUTPUT:

