# Practice Singleton

Create an application the makes dinner asynchronous manner using 3 Task instances.

1. Each instance should receive a method that prepares the food AND a string describing the food it will prepare.
2. In the MakeFood method receive the foodName string and log it using the single Tone Logger instance

Create a Logger class that implements Singleton design pattern.

1. The Logger class should have Write method that receive a string message and prints it in the following format : {Logger instance GUID} , { DateTime.Now} : {message}
2. The Logger class should have only 1 instance and the creation should be thread safe.
3. The Logger class should have \_LoggerID field that is initialized when creating a class instance.

Example output:

22a9364c-ea85-408a-8452-eadc9f27e2d4 , 12/05/2023 09:42:57 : Started making dinner

22a9364c-ea85-408a-8452-eadc9f27e2d4 , 12/05/2023 09:42:57 : Making salad

22a9364c-ea85-408a-8452-eadc9f27e2d4 , 12/05/2023 09:42:57 : Making egg

22a9364c-ea85-408a-8452-eadc9f27e2d4 , 12/05/2023 09:42:57 : Making pizza

22a9364c-ea85-408a-8452-eadc9f27e2d4 , 12/05/2023 09:42:57 : Finished making dinner