**EXERCISE-1 IMPLEMENTING THE SINGLETON PATTERN**

**Logger.java**

public class Logger

{

private static Logger instance;

private Logger()

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

}

public static Logger getInstance(){

if(instance==null){

instance =new Logger();

}

return instance;

}

public void log(String str){

System.out.println(str);

}

}

**Main.java**

public class Main{

public static void main(String[] args){

Logger l1=Logger.getInstance();

l1.log("Log 1");

Logger l2=Logger.getInstance();

l2.log("Log 2");

if(l1==l2){

System.out.println("Log1 and Log2 are the same instance");

}

else{

System.out.println("Both are different instance");

}

}

}

**Output**

