**HANDS ON**

**Exercise 1: Implementing the Singleton Pattern**

**Program**

using System;

public class Singleton

{

private static Singleton \_instance;

private Singleton()

{

Console.WriteLine("Singleton Created");

}

public static Singleton GetInstance()

{

if (\_instance == null)

{

\_instance = new Singleton();

}

return \_instance;

}

public void ShowMessage()

{

Console.WriteLine("Hello");

}

}

public class Program

{

public static void Main(string[] args)

{

Singleton s1 = Singleton.GetInstance();

Singleton s2 = Singleton.GetInstance();

s1.ShowMessage();

Console.WriteLine(Object.ReferenceEquals(s1, s2));

}

}

**OUTPUT**

