**Exercise 1: Implementing the Singleton Pattern**

Code:

public class Logger {

private static Logger instance;

private Logger() {

System.out.println("Logger instance created.");

}

public static Logger getInstance() {

if (instance == null) {

instance = new Logger();

}

return instance;

}

public void log(String message) {

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

}

}

public class LoggerTest {

public static void main(String[] args) {

Logger logger1 = Logger.getInstance();

logger1.log("First message");

Logger logger2 = Logger.getInstance();

logger2.log("Second message");

if (logger1 == logger2) {

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

} else {

System.out.println("Logger instances are different (Singleton failed).");

}

}

}