1. **Singleton Pattern :**

public class Logger {

private static Logger instance;

private Logger() {}

public static Logger getInstance() {

if (instance == null) {

instance = new Logger();

}

return instance;

}

public void show() {

System.out.println("Singleton pattern");

}

public static void main(String[] args) {

Logger l1 = Logger.getInstance();

Logger l2 = Logger.getInstance();

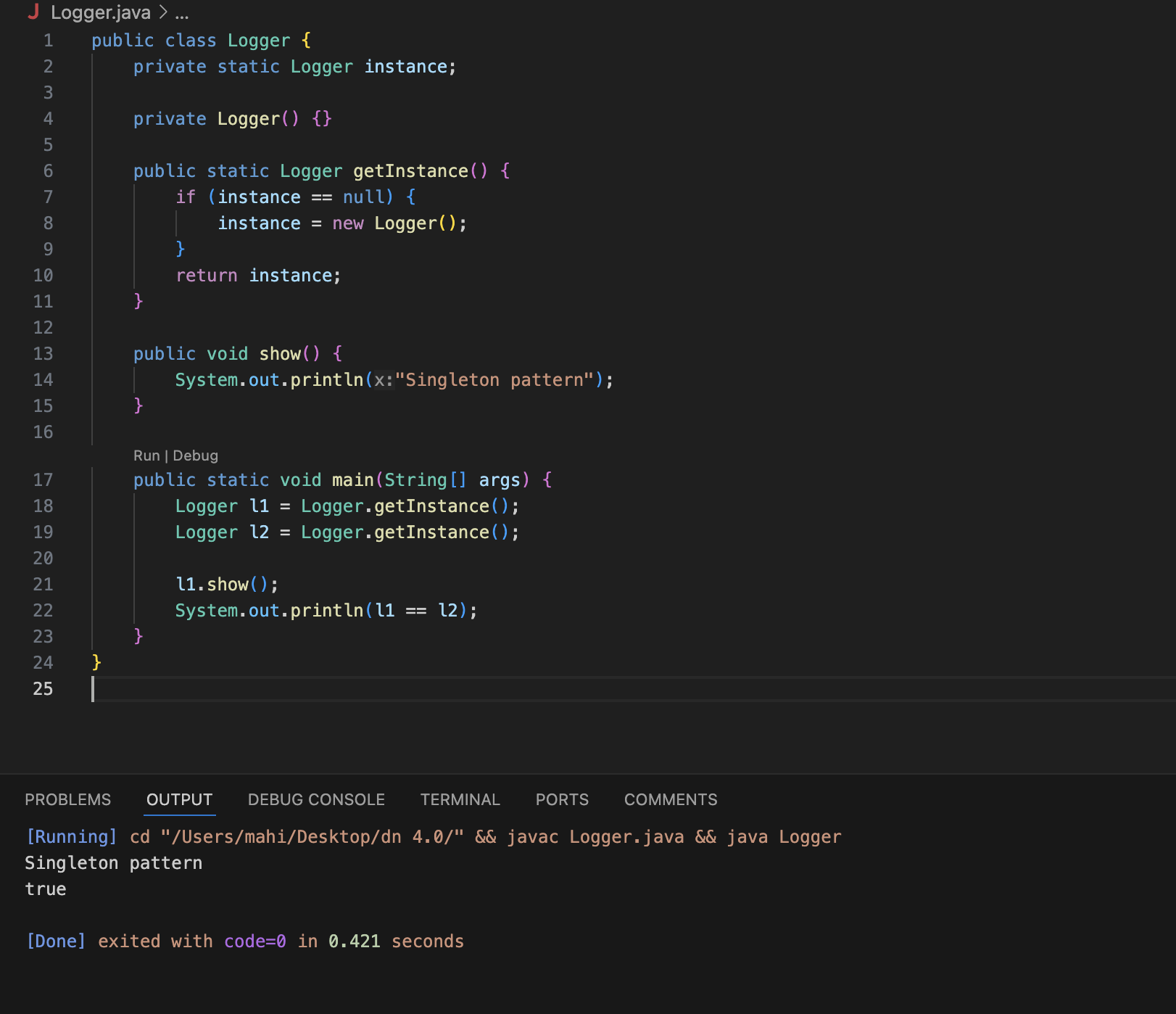
l1.show();

System.out.println(l1 == l2);

}

}

**Output :**

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