1.Singleton Pattern

using System;

public class Singleton

{

    private static Singleton instance;

    private Singleton()

    {

        Console.WriteLine("Singleton instance created.");

    }

    public static Singleton Instance

    {

        get

        {

            if (instance == null)

            {

                instance = new Singleton();

            }

            return instance;

        }

    }

}

class Program

{

    static void Main(string[] args)

    {

        var s1 = Singleton.Instance;

        var s2 = Singleton.Instance;

        Console.WriteLine($"Are both instances same? {ReferenceEquals(s1, s2)}");

    }

}

