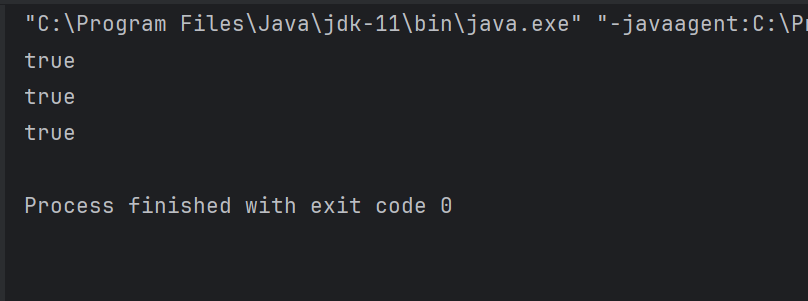
**Exercise 1: Implementing the Singleton Pattern**

**Program:**

public class Logger {  
  
 private static Logger *instance*;  
  
 private Logger(){ }  
  
 public static Logger getInstance(){  
 if(instance == null){  
 instance = new Logger();  
 }  
 return instance;  
 }  
}  
  
class Main{  
 public static void main(String[] args) {  
 Logger obj1 = Logger.getInstance();  
 Logger obj2 = Logger.getInstance();  
 Logger obj3 = Logger.getInstance();  
  
 System.out.println(obj1 == obj2);  
 System.out.println(obj3 == obj2);  
 System.out.println(obj1 == obj3);  
 }  
}

**Output:**

****