

## Exercise 1: Implementing the Singleton Pattern

```
public class Singleton {  
    private static Singleton instance;  
    private Singleton() {}  
    public static Singleton getInstance() {  
        if (instance == null) instance = new Singleton();  
        return instance;  
    }  
    public void showMessage() {  
        System.out.println("This is a singleton class");  
    }  
    public static void main(String[] args) {  
        Singleton s1 = Singleton.getInstance();  
        Singleton s2 = Singleton.getInstance();  
        System.out.println(s1 == s2);  
        s1.showMessage();  
    }  
}
```

### Output :

true

This is a singleton class