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

