using System;

public class logger

{

    private static logger instance;

    private logger() {}

    public static logger getInstance()

    {

        if (instance == null)

        {

            instance = new logger();

        }

        return instance;

    }

    public void log(string message)

    {

        Console.WriteLine("Log: " + message);

    }

}

using System;

class testlogger

{

    static void Main(string[] args)

    {

        logger l1 = logger.getInstance();

        logger l2 = logger.getInstance();

        l1.log("First log");

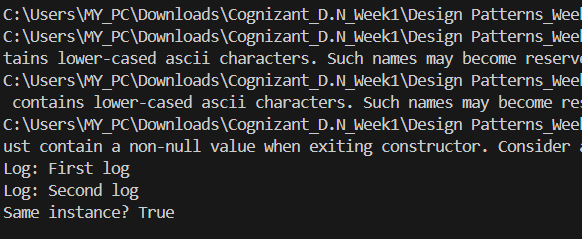
        l2.log("Second log");

        Console.WriteLine("Same instance? " + (l1 == l2));

    }

}

**OUTPUT:-**

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