**Exercise 1: Implementing the Singleton Pattern**

**Code:**

**Logger Class: -**

class Logger {  
 private static final Logger *instance*=new Logger();  
 private Logger(){}  
 public static Logger getInstance(){  
 return *instance*;  
 }  
}

**TestClass (Main class): -**

public class TestClass{  
 public static void main(String[] args){  
 Logger obj1=Logger.*getInstance*();  
 Logger obj2=Logger.*getInstance*();  
 System.*out*.println(obj1==obj2);  
 if(obj1==obj2) System.*out*.println("Only one instance of the Logger class was created and reused.");  
 else System.*out*.println("Two instances of the Logger class were created.");  
 }  
}

**Output:**

A screenshot of a computer program

AI-generated content may be incorrect.