**Singleton Pattern Example:**

//inside filename Logger.java

package com.singleton;

public class Logger {

// Private static instance

private static Logger instance;

// Private constructor

private Logger() {

System.out.println("Logger Initialized");

}

// Public method to provide access to the instance

public static Logger getInstance() {

if (instance == null) {

instance = new Logger();

}

return instance;

}

// Logging method

public void log(String message) {

System.out.println("LOG: " + message);

}

}

//Main.java

package com.singleton;

public class Logger {

// Private static instance

private static Logger instance;

// Private constructor

private Logger() {

System.out.println("Logger Initialized");

}

// Public method to provide access to the instance

public static Logger getInstance() {

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// Logging method

public void log(String message) {

System.out.println("LOG: " + message);

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}

OUTPUT:

