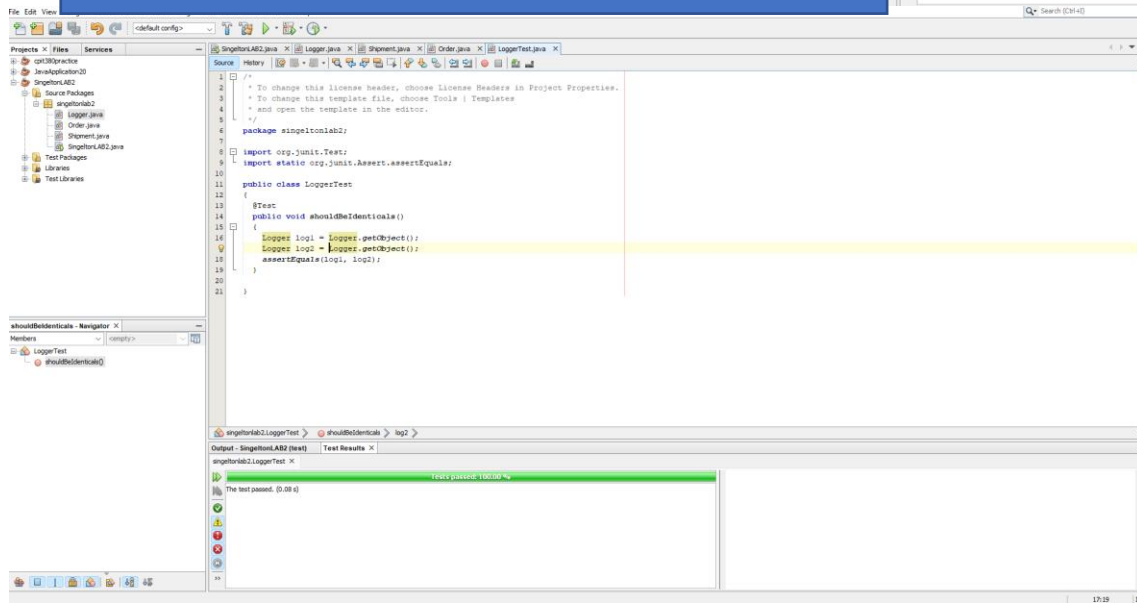
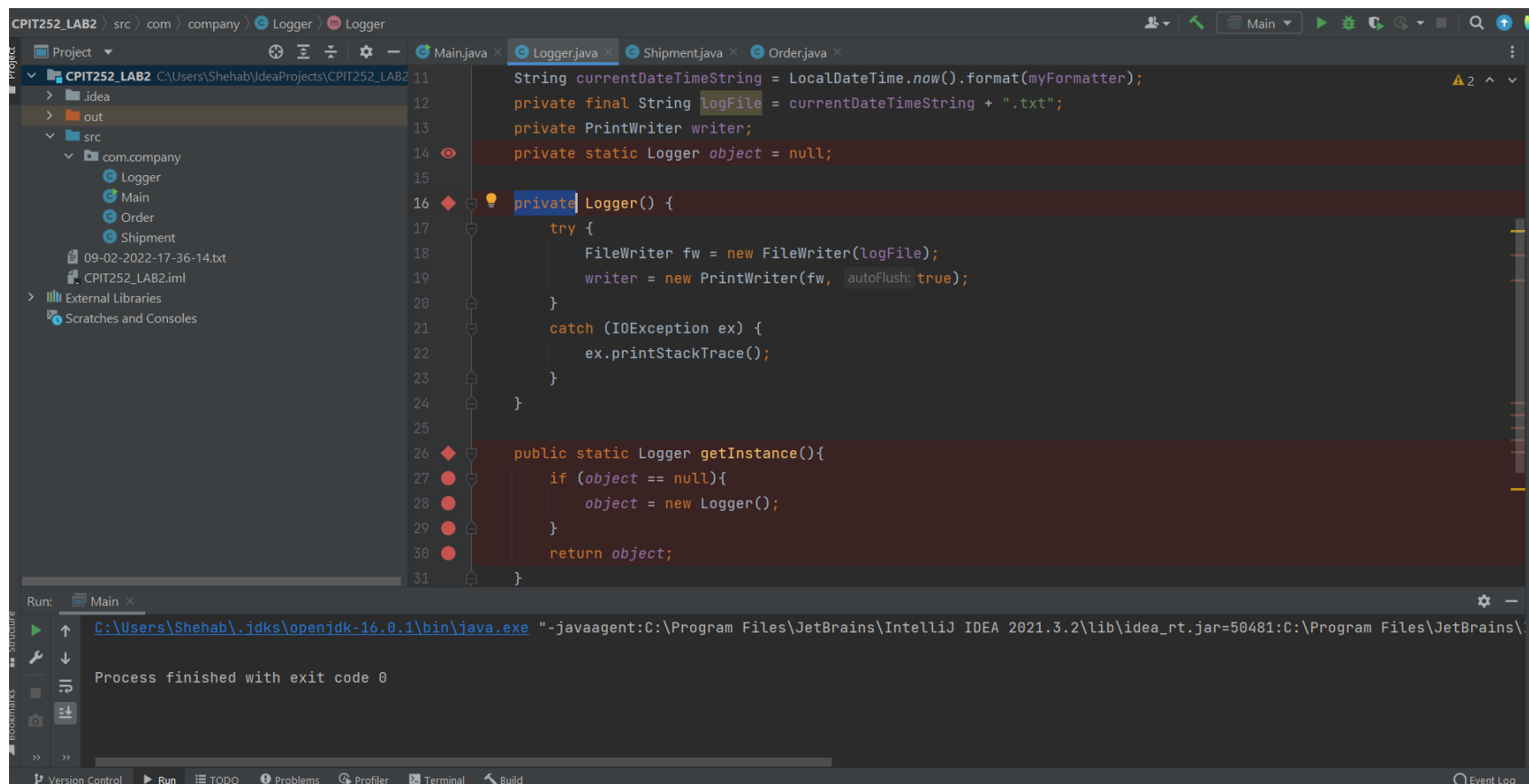


After The changes



LAB2 – Singleton



The changes were> (Logger class)

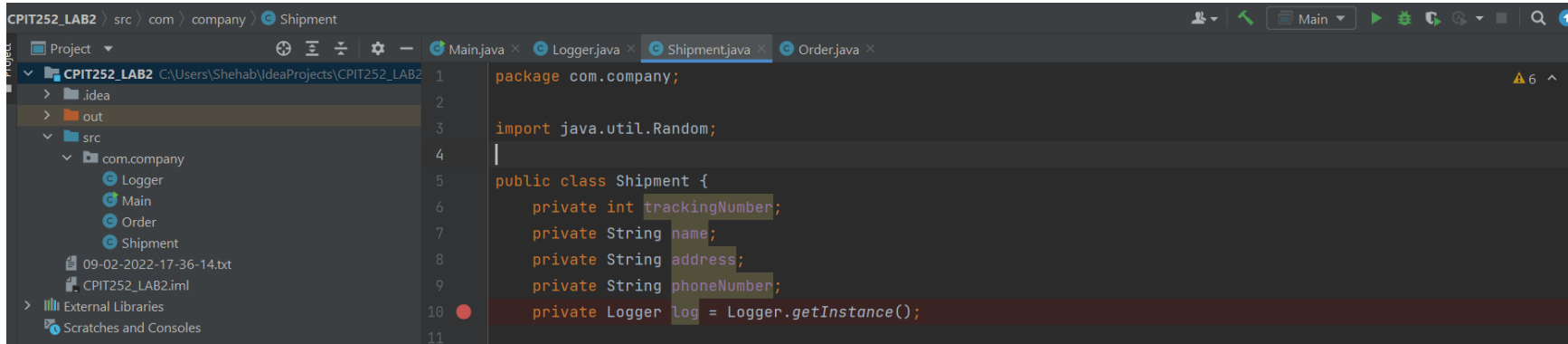
Line 14 > I've created a static object of the logger class in the same class, and I made it equal to null.

Line 16> I've changed the original constructor's modifier to private.

Line 26 to 30> I've created a static method that returns Logger object "same object I've made in line 16", the method checks if the object is null it'll create a new object using the modified constructor else it'll return the same object.

LAB2 – Singleton

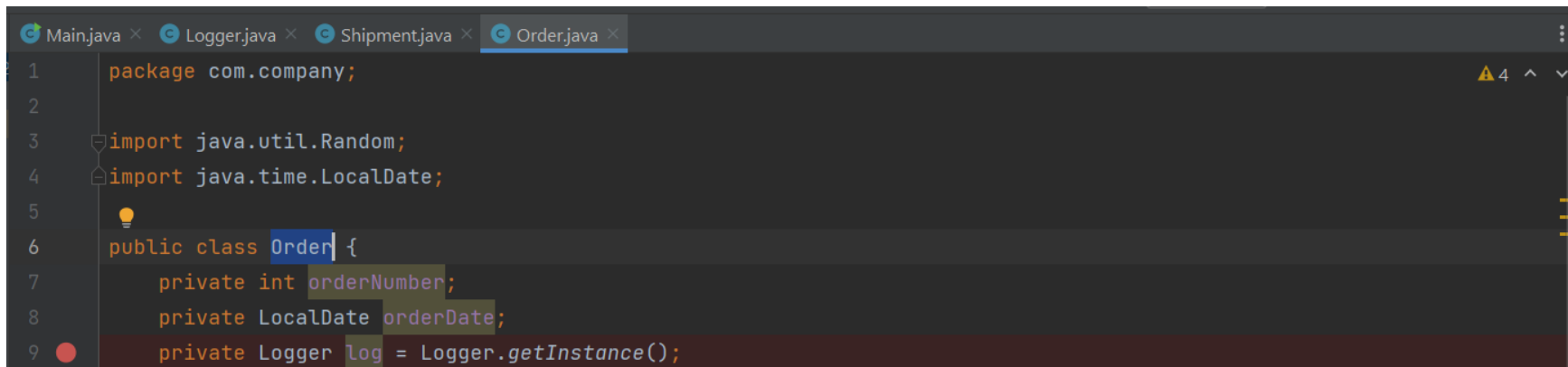
(Shipment class)



```
1 package com.company;
2
3 import java.util.Random;
4
5 public class Shipment {
6     private int trackingNumber;
7     private String name;
8     private String address;
9     private String phoneNumber;
10    private Logger log = Logger.getInstance();
11 }
```

Line 10 > I just replaced what after =, instead of creating a new object it'll use the same method I've created.

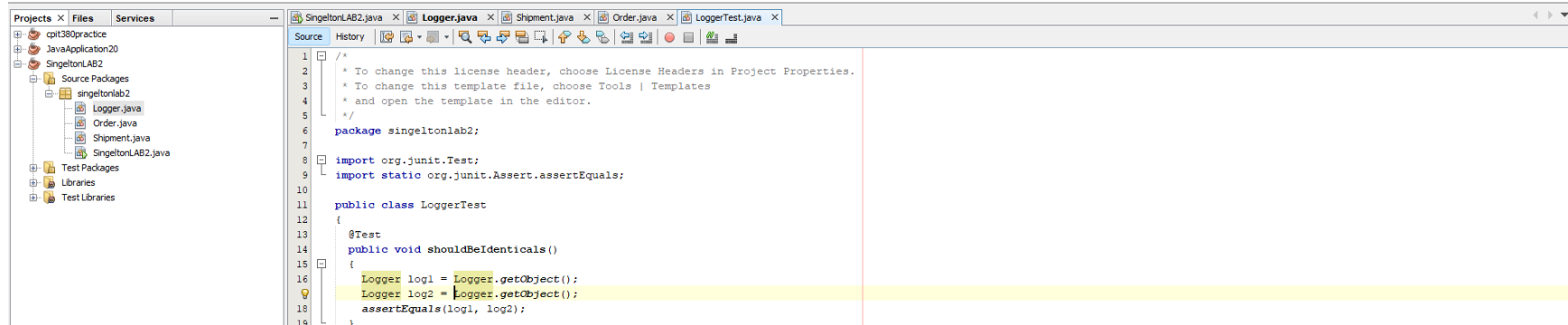
(Order class)



```
1 package com.company;
2
3 import java.util.Random;
4 import java.time.LocalDate;
5
6 public class Order {
7     private int orderNumber;
8     private LocalDate orderDate;
9     private Logger log = Logger.getInstance();
10 }
```

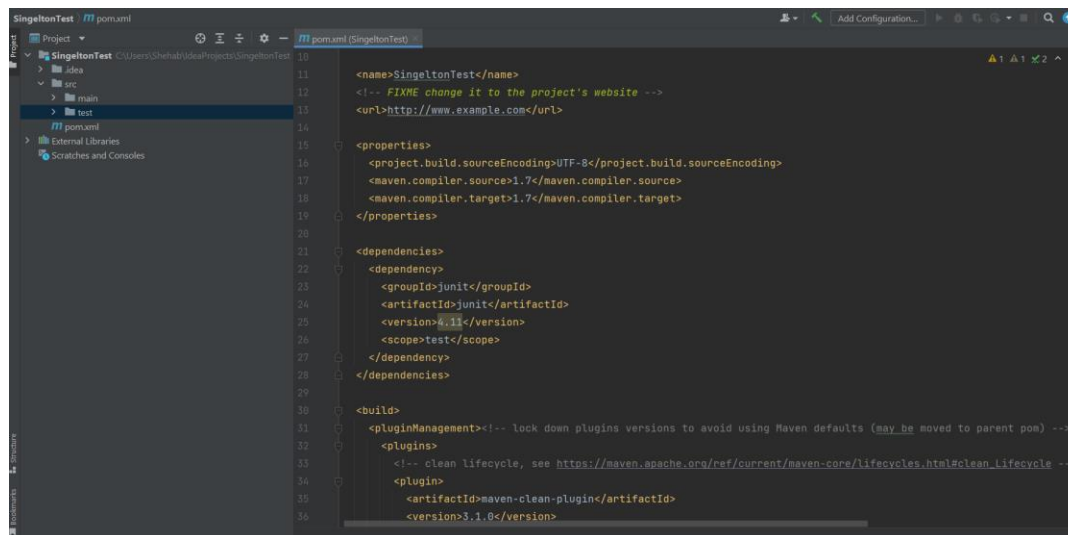
Line 9 > same as line 10 in the **Shipment** class.

LAB2 – Singleton



And this is the last change in the junit.

I've used the NetBeans in the end because I couldn't run the junit test in intelliJ.



I did try to follow the steps but that is where I got to.

Shehab