**Exercise 1: Implementing the Singleton Pattern**

**Scenario:**

You need to ensure that a logging utility class in your application has only one instance throughout the application lifecycle to ensure consistent logging.

**Steps:**

1. **Create a New Java Project:**
   * Create a new Java project named **SingletonPatternExample**.
2. **Define a Singleton Class:**
   * Create a class named Logger that has a private static instance of itself.
   * Ensure the constructor of Logger is private.
   * Provide a public static method to get the instance of the Logger class.
3. **Implement the Singleton Pattern:**
   * Write code to ensure that the Logger class follows the Singleton design pattern.
4. **Test the Singleton Implementation:**
   * Create a test class to verify that only one instance of Logger is created and used across the application.

**Solution:**

public class SingletonPatternExample {

// new java project created

//class logger

static class Logger {

private static Logger singleInstance; // static instance

// Private constructor

private Logger() {

System.out.println("Logger Instance Created");

}

// Public method to return the single instance

public static Logger getInstance() {

if (singleInstance == null) {

singleInstance = new Logger();

}

return singleInstance;

}

public void log(String message) {

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

}

}

// Main method to test the Singleton implementation

public static void main(String[] args) {

Logger logger1 = Logger.getInstance();

logger1.log("This is the first log message.");

Logger logger2 = Logger.getInstance();

logger2.log("This is the second log message.");

if (logger1 == logger2) {

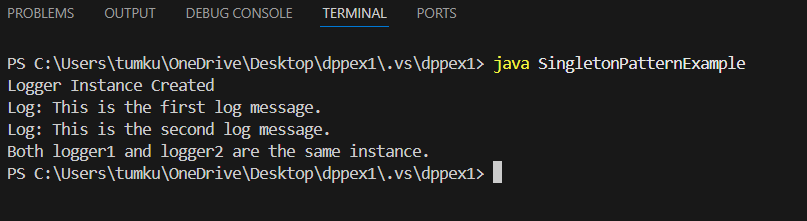
System.out.println("Both logger1 and logger2 are the same instance.");

} else {

System.out.println("Different instances exist!");

}}}

**Output:**

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