**Singleton: -**

The singleton pattern is used to limit creation of a class to only one object. This is beneficial when one (and only one) object is needed to coordinate actions across the system.

Implementation guidelines: -

## Constructor is Private so that it can't be instantiated from outside of the class.

## We will have the Class's reference variable and by default it will be NULL.

## We will provide a method which will create & return an instance of the class. We will check whether the reference variable is NULL or not before creating an instance of the same.

e.g.

