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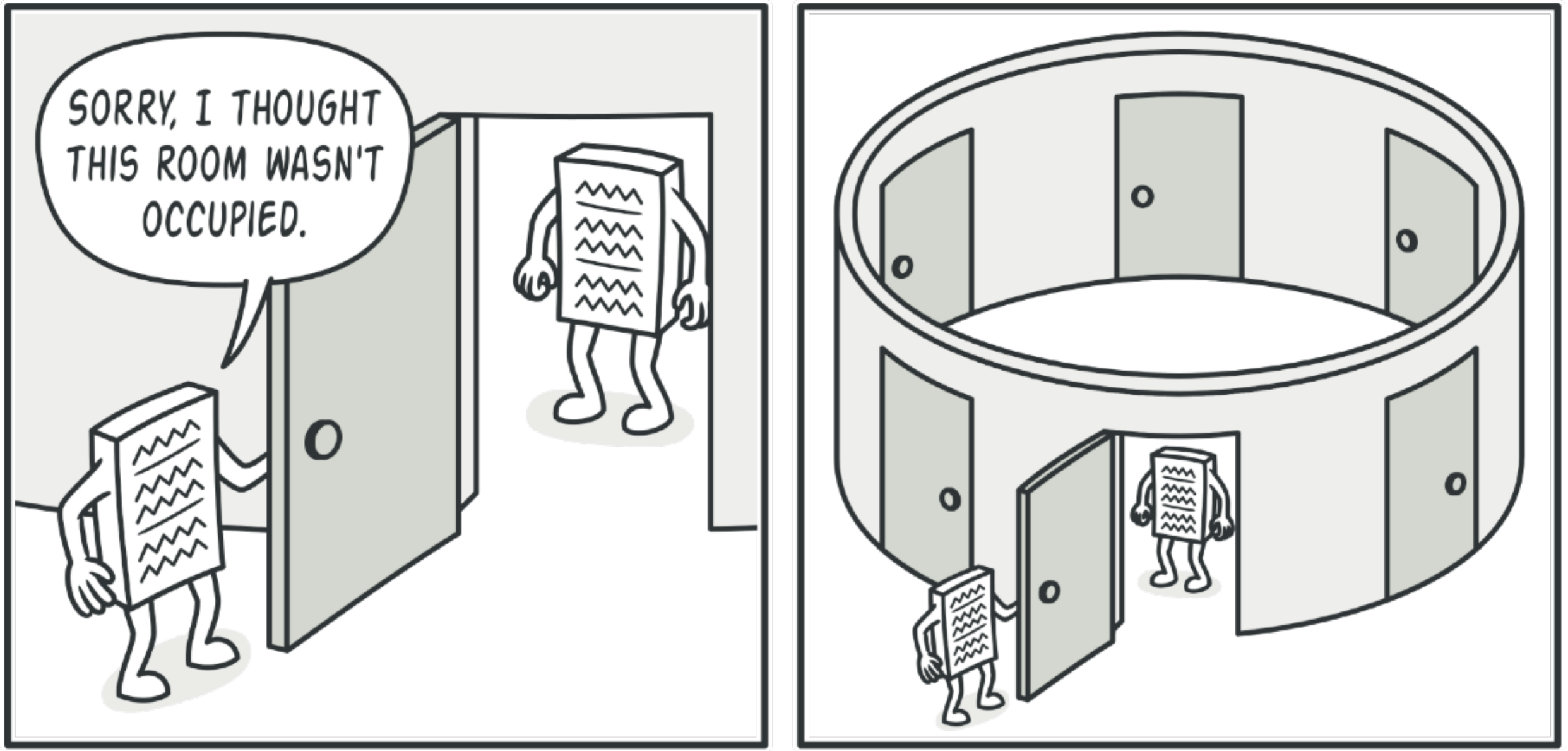
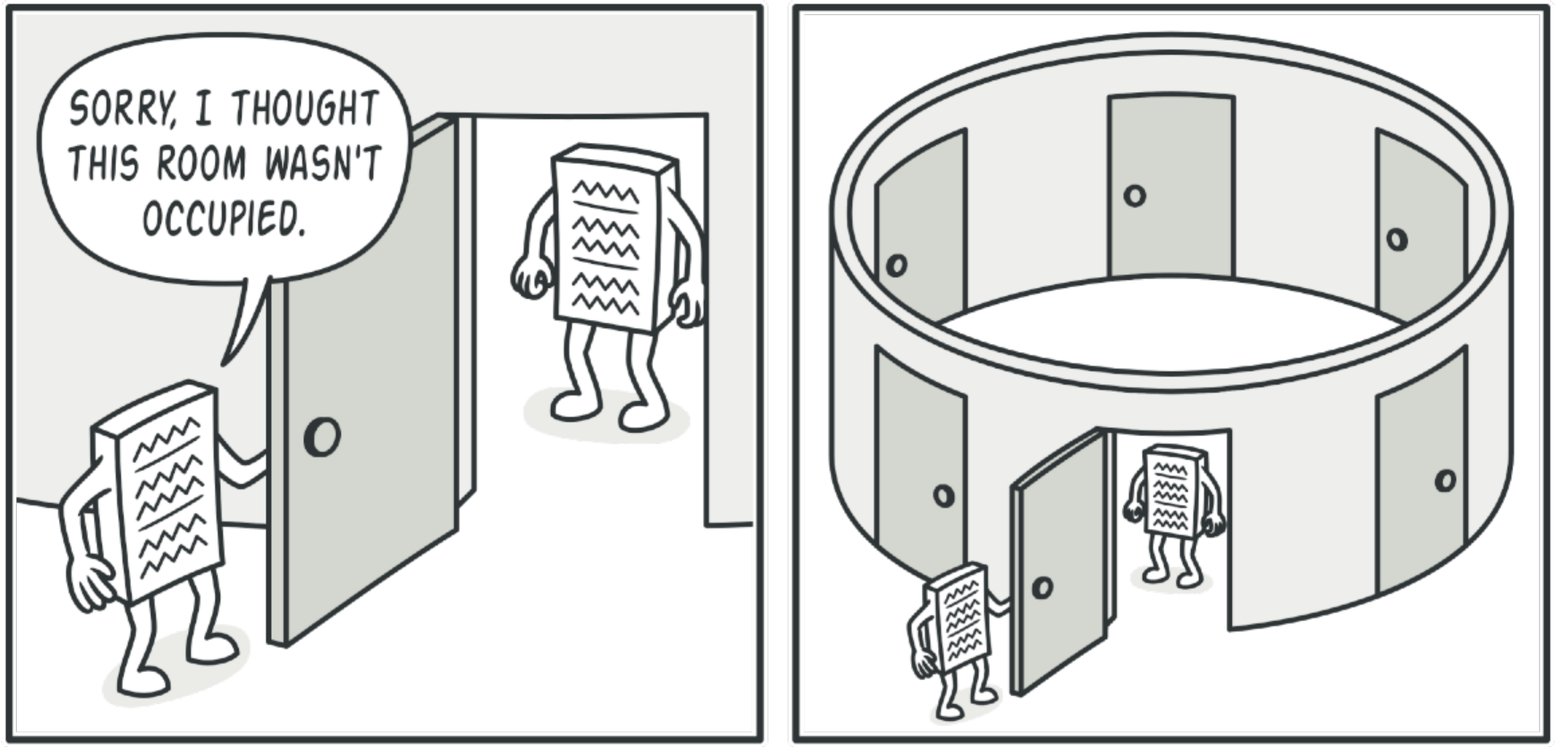
Thanh Nguyen · Adjunct Instructor · Temple University CIS

https://refactoring.guru/design-patterns/singleton


SORRY, I THOUGHT THIS ROOM WASN'T OCCUPIED.

Clients may not even realize that they're working with the same object all the time



Clients may not even realize that they're working with the same object all the time

```python
class SingletonInstance:
    _instance = None

    def __new__(cls, *args, **kwargs):
        if not cls._instance:
            cls._instance = super(SingletonInstance, cls).__new__(cls, *args, **kwargs)
        return cls._instance

    def __init__(self):
        self.essential_object = "This is an essential object"

    def get_essential_object(self):
        return self.essential_object

    def set_essential_object(self, new_value):
        self.essential_object = new_value

def get_global_instance():
    return SingletonInstance()

if __name__ == "__main__":
    # Getting the global access point
    instance1 = get_global_instance()
    print(instance1.get_essential_object())

    # Modifying the essential object
    instance1.set_essential_object("Modified essential object")

    # Accessing again
    instance2 = get_global_instance()
    print(instance2.get_essential_object())

    print(instance1 is instance2)
```