

Singleton

*Ensure that **a class** has **only one instance***

- **Control access** to some **shared resource** (i.e a database, a file)
- **How it works:** imagine that you created an object, but after a while decided to create a new one. Instead of receiving a fresh object, you'll get the one you already created.
- **Note:** this behavior is impossible to implement with a regular constructor since a constructor call **must always return** a **new object** by design.

