Singleton

Provide a global access point to that instance

- The **Singleton pattern** lets you **access some object from anywhere in the program**. However, it **also protects that instance** from **being overwritten** by other code.
- It's much better to **have it within one class**, especially if the rest of your code already depends on it.

Implementations of **Singleton**

2 common steps

- Make the default constructor private - **prevent other objects** using the new operator with the Singleton class.
- Create a **static creation method** that acts as a **constructor** - This method calls the private constructor to create an object and saves it in a static field. All following calls to this method **return the cached object**.