

Design Patterns

Singleton:

We use singleton to restricts the instantiation of a class to one "single" instance.

We use Singleton for all classes that only one object is needed, for example all of our controllers (UserController, BoardController, ...)

In all of our singleton classes we implement a GetInstance() method that return a new instance only if there is no instance existed, otherwise it return the same and only instance created. To do this, we define the constructor to be Private.