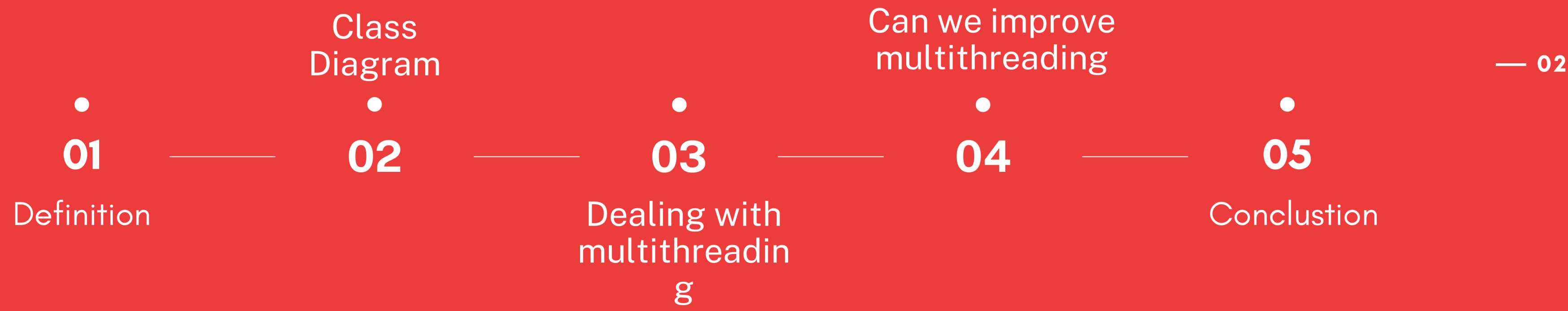


# Singleton Pattern

Group member:  
Nguyễn Trục Linh  
Đào Thế Hiển



# Content

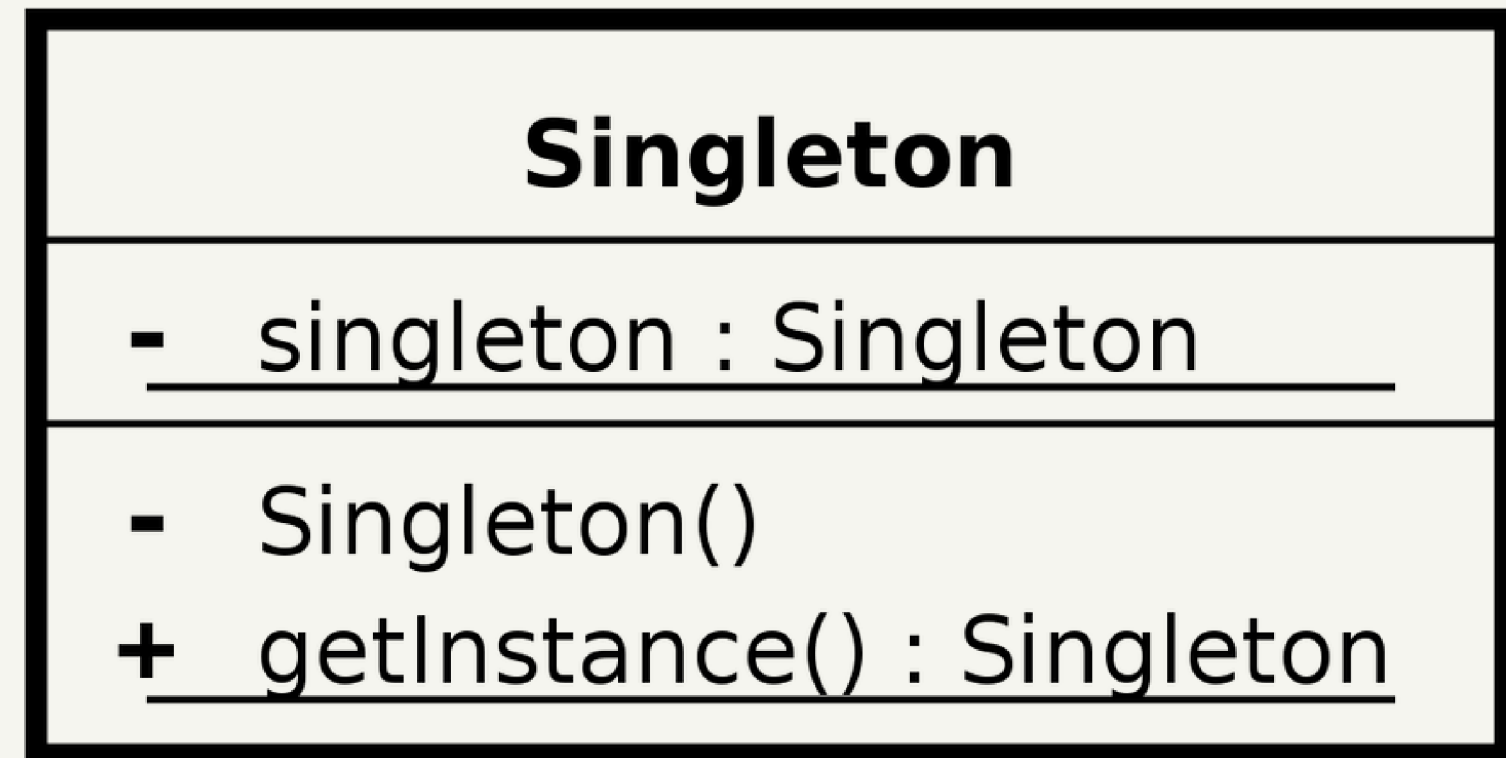


# What is singleton pattern?

The Singleton Pattern is a design pattern that restricts the instantiation of a class to one single instance and provides a global point of access to that instance.



# Class Diagram

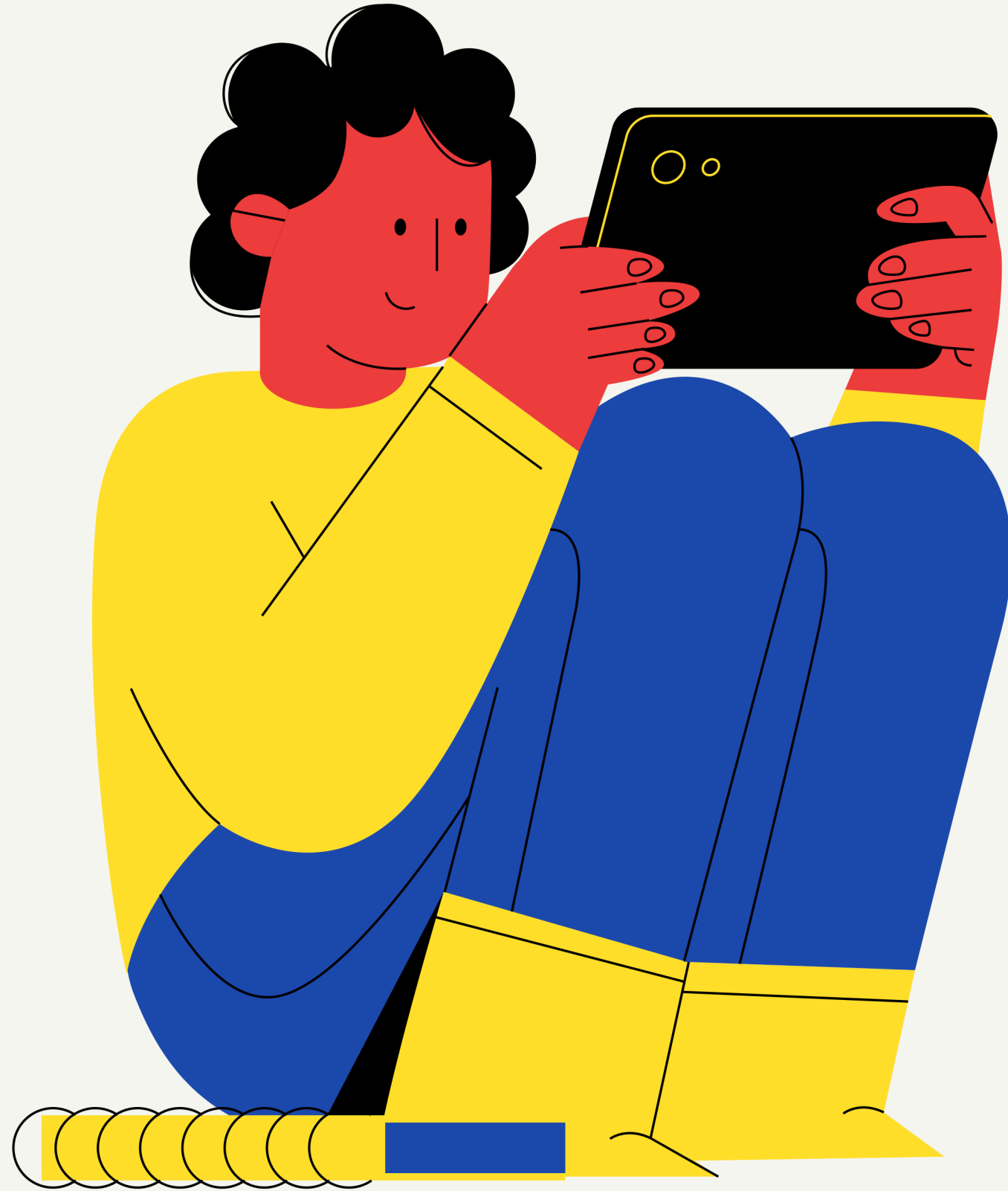




# Dealing with multithreading



# What is multithreading?



# Improve multithreading

1. Do nothing if the performance of `getInstance()` isn't critical to your application
2. Move to an eagerly created instance rather than a lazily created one
3. Use “double-checked locking” to reduce the use of synchronization in `getInstance()`





# Code Showcase







# Conclusion





Thank you for  
listening!

