

### Singleton Pattern

Please download *Test.java* file from Blackboard under LAB 1 folder.

1. Your task is to modify the **Singleton** class inside the *Test.java* file, so that it allows creation of at most three instances of Singleton. Use the following guidelines in your implementation.
  - a. Create a `HashMap<String, Singleton>` to store the instances. Each instance will have a name.
  - b. Create a method called `registerInstances` to create the three instances.
  - c. Implement a `getInstance` method, which accepts the name of the instance as a **parameter** and returns that instance. Note that `getInstance` will only return the instance. It will not create any instance.
  - d. Implement error checking via the Exception facility of the language.
2. Write a main to test your program.
3. BONUS: Modify `registerInstances` method to accept an `ArrayList` of names and create that many instance.