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| --- |
| **artifact:** |
| type: BEHAVIOR |
| name: Singleton |
| aliases: |
| * Unique |
| * One and Only |
|  |
| artifact Symbol: |
| * Visual Symbol 🡪 <i>s</i> |
| * Tooling Symbol 🡪 s |
|  |
| controlUri: ../../../../../../artifacts/behaviors/singleton/singleton.proto |
| artifact Definition |
| Business Description: A restriction on the token in that there can only be 1 whole token in the class. This single whole token may or may not be sub-dividable but in most cases it will not be sub-dividable. This restriction is set at the base token by only creating a quantity of one. By definition a Singleton cannot be mintable. |
| business Example |
| Analogies: |
|  |
| Name: Analogy 1 |
| Description: singleton analogy 1 description |
| Artifact Definition: *Insert definition here* |
|  |
|  |
| Comments: *Insert comments here* |
| Artifact: |
|  |
| incompatible With Symbols: |
|  |
| * Visual Symbol 🡪 <i>d</i> |
| * Tooling Symbol 🡪 d |
| * Visual Symbol 🡪 <i>m</i> |
| * Tooling Symbol 🡪 m |
|  |
|  |
| influenced By Symbols: |
|  |
| Description: |
| * Visual Symbol 🡪 |
| * Tooling Symbol 🡪 |
|  |
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| artifact Files: |
|  |
| Content: CONTROL |
| File Name: singleton.proto |
| File Data: |
| Artifact: |
|  |
|  |
| Content: UML |
| File Name: singleton.md |
| File Data: |
| Artifact: |
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|  |
| Maps: |
| code References: |
|  |
| Mapping Type: SOURCE\_CODE |
| Name: Code 1 |
| Platform: DAML |
| Reference Path: |
| Maps: |
|  |
|  |
| implementation References: |
|  |
| Mapping Type: IMPLEMENTATION |
| Name: Implementation 1 |
| Platform: CHAINCODE\_GO |
| Reference Path: |
| Maps: |
|  |
|  |
| resources: |
|  |
| Mapping Type: RESOURCE |
| Name: Regulation Reference 1 |
| Description: |
| Resource Path: |
| Maps: |
|  |
|  |
| Artifact: |
|  |
|  |
| Is External: false |
| Constructor Name: |
| constructor: null |
| invocations: |
| properties: |
|  |