

单例模式的特点

```
1 public class SingleObject {
2     //创建 SingleObject 的一个对象
3     private static SingleObject instance = new SingleObject();
4     //让构造函数为 private，这样该类就不会被实例化
5     private SingleObject(){}
6     //获取唯一可用的对象
7     public static SingleObject getInstance(){
8         return instance;
9     }
10 }
```

懒汉模式(线程不安全)

多线程下没有synchronized锁(即多线程不能工作)

```
1 public class Singleton {
2     private static Singleton instance;
3     private Singleton (){}
4
5     public static Singleton getInstance() {
6         if (instance == null) {
7             instance = new Singleton();
8         }
9         return instance;
10    }
11 }
```

懒汉模式(线程安全)

多线程下有synchronized锁(即多线程能工作但是影响效率)

```
1 public class Singleton {
2     private static Singleton instance;
3     private Singleton (){}
4
5     public static synchronized Singleton getInstance() {
6         if (instance == null) {
7             instance = new Singleton();
8         }
9         return instance;
10    }
```

```
11 }
```

饿汉模式

```
1 public class Singleton {  
2     private static Singleton instance = new Singleton();  
3     private Singleton (){}  
4     public static Singleton getInstance() {  
5         return instance;  
6     }  
7 }
```