|  |
| --- |
| **修改后的TicketMaker类** |
| public class TicketMaker {  //创建 SingleObject 的一个对象  private static TicketMaker countTicket;  private static int ticket =1000;  //让构造函数为 private，这样该类就不会被实例化  private TicketMaker(){}    //获取唯一可用的对象  public static TicketMaker getNextTicketNumber(){  if(countTicket == null) {  countTicket = new TicketMaker();  }  ticket+=1;  return countTicket;  }    public void showMessage(){  System.out.println(countTicket.ticket);  }    public static void main(String[] args) {  //获取唯一可用的对象  for(int i = 0; i<10 ; i++) {  TicketMaker object = TicketMaker.getNextTicketNumber();  object.showMessage();  }  }  } |