# Singleton

package com.Main;

import javax.swing.JFrame;

import javax.swing.JMenuBar;

import java.awt.Color;

import java.awt.BorderLayout;

import javax.swing.JMenuItem;

import javax.swing.JOptionPane;

import javax.swing.SwingConstants;

import com.Data.DBConnection;

import java.awt.event.MouseAdapter;

import java.awt.event.MouseEvent;

import java.awt.Font;

@SuppressWarnings("serial")

public class MainFrame extends JFrame {

private JMenuItem mnPokedex, mnTeamBuilder, mnBattle, mnComingSoon, mnExit;

private WorldPanel vOverWorld;

private JMenuBar menuBar;

private static MainFrame vFrame;

private MainFrame() {

setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

setResizable(false);

setLocationRelativeTo(null);

setVisible(false);

wfOverWorld();

initialize();

}

public static MainFrame getFrame () {

if (vFrame == null) {

vFrame = new MainFrame();

}

return vFrame;

}

public void wfOverWorld() {

vOverWorld = new WorldPanel();

getContentPane().add(vOverWorld, BorderLayout.CENTER);

vOverWorld.wpStartThread();

vOverWorld.setVisible(true);

this.pack();

setLocationRelativeTo(null);

}

private void initialize() {

menuBar = new JMenuBar();

menuBar.setForeground(Color.WHITE);

getContentPane().add(menuBar, BorderLayout.NORTH);

mnPokedex = new JMenuItem("Pokedex");

mnTeamBuilder = new JMenuItem("Team Builder");

mnBattle = new JMenuItem("Battle");

mnComingSoon = new JMenuItem("???");

mnExit = new JMenuItem("Exit");

setMenu();

menuBar.add(mnPokedex);

menuBar.add(mnTeamBuilder);

menuBar.add(mnBattle);

menuBar.add(mnComingSoon);

menuBar.add(mnExit);

}

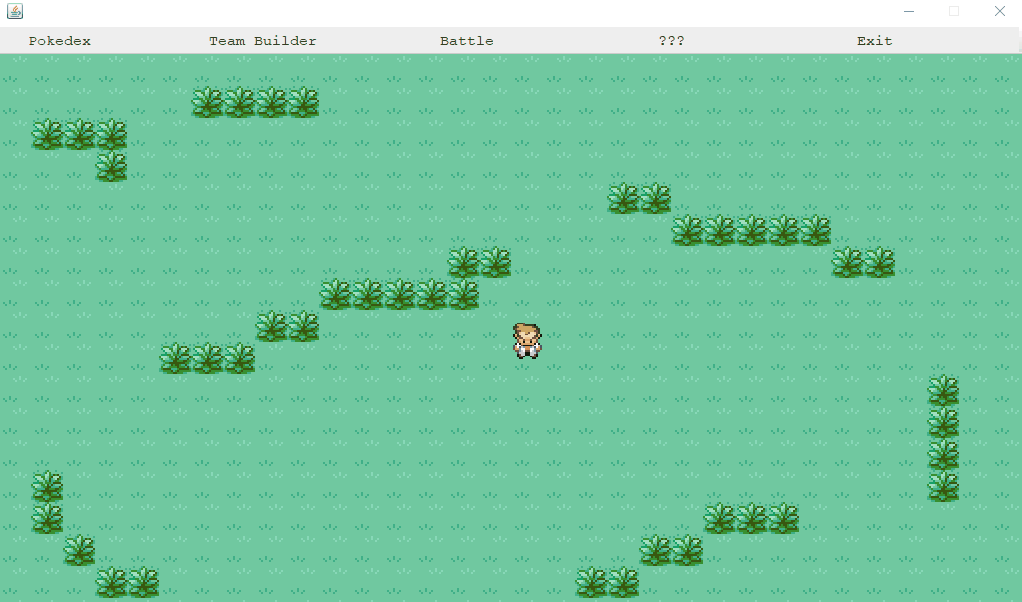
private void setMenu() {

// Set Menu Navigation

}

}

Pada code diatas, singleton digunakan untuk memastikan bahwa posisi pemain tetap pada posisi terakhir meskipun user berpindah ke menu lain (frame lain)



^its suppose to be gif but well..

Rest of code <https://gitlab.com/arashikoyuki8/pbo> (src 🡪 com 🡪 main)