Singleton

**1. What is Singleton Pattern in Java?**

**Answer:**  
Singleton pattern is a creational pattern that allows only one instance of a class to be created which will be available to the whole application. The major advantage of the Singleton design pattern is its saves memory because the single instance is reused again and again; there is no need to create a new object at each request. For example, in our application, we can use a single database connection shared by multiple objects, instead of creating a database connection for every request.

**2. What are the drawbacks of using a singleton design pattern?**

**Answer:**  
The major drawbacks of using a singleton design pattern are:  
a)Singleton causes code to be tightly coupled. The singleton object is exposed globally and is available to a whole application. Thus, classes using this object become tightly coupled; any change in the global object will impact all other classes using it.  
b)They hide dependencies instead of exposing them.  
c)Singleton Pattern does not support inheritance.  
d)Singleton principle can be violated by techniques such as cloning. If an application is running on multiple JVM’s, then, in this case, Singleton might be broken.

<https://dzone.com/articles/java-singletons-using-enum>

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