



**UTT**

UNIVERSIDAD TECNOLÓGICA DE TIJUANA

**GOBIERNO DE BAJA CALIFORNIA**

**TOPIC:**

Framework Selection

**PRESENTED BY:**

Padilla Virgen Jorge Luis

**GROUP:**

10B

**SUBJECT:**

Desarrollo Móvil Integral

**TEACHER:**

Ray Brunett Parra Galaviz

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## Selection of Design Patterns: Singleton Pattern

The **Singleton pattern** is a creational design pattern that ensures a class has only one instance while providing a global point of access to that instance. This pattern is widely used in scenarios where a single instance of a class is sufficient to coordinate actions across the system.

### What is the Singleton Pattern?

The Singleton pattern:

- Restricts the instantiation of a class to one object.
- Provides a centralized, globally accessible instance.
- Ensures controlled access to shared resources.

### Benefits of the Singleton Pattern

#### 1. **Controlled Access:**

- Ensures only one instance exists, useful for managing resources like database connections or configurations.

#### 2. **Global State:**

- Simplifies the management of a global state shared across different parts of the application.

#### 3. **Memory Efficiency:**

- Avoids the overhead of creating multiple instances of a resource-heavy object.

#### 4. **Ease of Implementation:**

- Relatively simple to implement and integrate into most projects.

## **Why Choose the Singleton Pattern?**

**Selection:** The Singleton pattern is chosen for its ability to provide a single, shared instance efficiently and reliably. It is particularly well-suited for managing system-wide resources, like logging services or configuration settings, ensuring consistency and reducing the complexity of managing multiple instances.