#include<iostream>

class Singleton

{

public:

static Singleton& instance()

{

static Singleton s;

return s;

}

Singleton(const Singleton&) = delete;

Singleton& operator = (const Singleton&) = delete;

private:

Singleton() {}

~Singleton() { std::cout << "deleteing" << std::endl; }

};

int main()

{

{Singleton& s1 = Singleton::instance(); }

{ Singleton& s2 = Singleton::instance(); }

Singleton& s3 = Singleton::instance();

Singleton& s4 = Singleton::instance();

return 0;

}