

Con - SDF

obj1 = new Car()
obj2 = new Car()

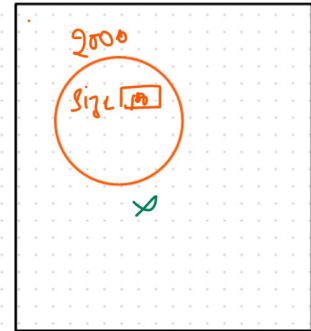
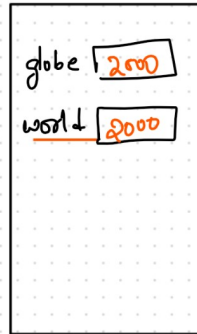
Singleton Pattern a.k.a (SPG)

Main Concept: In this design pattern, only one object will be created for a specific class & same object will be referred by multiple variable

```
class Earth {  
    static Earth e = null;  
    int size = 100;  
    private Earth() {  
    }  
    static Earth getEarthInstance() {  
        return e;  
    }  
}
```

main() {
 Earth globe = Earth.getEarthInstance();
 Earth world = Earth.getEarthInstance();
}

Memory Mapping
new Earth()



Stack
↓
local

Heap
↓
object



method area

static



5 x 10 =

(1 x 100 = 100 m)
150