Title: Refactoring: Move the Singleton's features to a class that stores and  
provides access to the object. Delete the Singleton.

Code needs access to an object but doesn’t need a global point of access to it.

Motivation to refactor:

Using a Singleton is not always necessary when some code needs access to an object. Singletons should only be used when a class has only one instance and can provide a global point of access to it. It is usually simpler to pass object resources as a reference to objects that need it. This ensures that classes are easier to read as similar functionality is grouped together, rather than having to reference the singleton every time.

**Sample of code:**

