­Task 03

For the RG LABS, we evaluate Singleton, Factory and Abstract Factory design patterns and select which is most suitable.

1. Singleton Design – It has a global point of access in a single instance, this guarantees that a class has only a single instance. It is very useful when managing the actions in the system only one object is needed. Mosty this pattern uses a static member function so it returns the same instance of the class very time it is called.
2. Factory Design Pattern – This is a creational pattern which provides interfaces for making objects in a superclass. And also allows the subclasses to alter the type of objects that will be created.