In this README file you’re going to find how to clarify your doubts of Design patterns, and a more complete description related of Singleton program.

To have a full understanding of the programs it’s necessary to read the file on the repository accordingly to the one you’ll execute, and it always needs to be the file with the word “Demo”.

About **Singleton Pattern** program.

This program has three different packages.

* The first one named “singleton.example.non\_thread\_safe” is designed to work with a single thread.

It’s easy to implement a sloppy Singleton. You just need to hide the constructor and implement a static creation method.

(Check program on runtime).

* Next one is named “singleton.example.non\_thread\_safe\_multithread” is designed to work in parallel with other threads

The same class behaves incorrectly in a multithreaded environment. Multiple threads can call the creation method simultaneously and get several instances of Singleton class.

(Check program on runtime).

* Finally is the named “singleton.example.thread\_safe” is designed to work properly with other threads.

To fix the problem, you must synchronize threads during first creation of the Singleton object.

(Check program on runtime).