# **Assignment: 2**

1. Find an application of Singleton design pattern in your application and draw its corresponding class diagram and a collaboration diagram and implement it in Java. Explain in a text document why singleton should be applied in the scenario and how it improves your design.

## Singleton pattern

The singleton pattern is a software design pattern, which limits the instantiation for any given class to a single instance per JVM which will further be shared within all the classes of a given application. This approach is often used when one object is required to perform actions in the system.

## Singleton design pattern scenario:

For our application, a Singleton design pattern is used to authenticate the validity of the manager class, which manages the functionalities of the application. We need only one Manager (only one object of Manager) throughout the entire application.

### Why Singleton?

Our application requires an allocation for a single manager. With credentials such as:

managerId: mid@eventshire.com

managerPwd: MEvent@111

can only provide access to authenticated users who control the entire application.

## How a Singleton pattern can enhance our application:

In the scenarios of online event management, we have many instances of

- Booking an event
- · Organizing an event
- Ticketing

Such activities need to be implemented securely. Whenever a manager gets logged into an application no other managers can possibly enter into the application GUI using the same (managerId, managerPwd) credentials. And so, by using only the manager class using a singleton design pattern can improve the security feature of our online event management application.

#### Implementation:

The object for the Manager class is created by keeping the singleton design pattern in mind. The class has a private constructor so any new instances cannot be created. We used getManager() which helps to return a reference to the instance of the manager class. We

created two static attributes managerId, managerPwd to authenticate the validity of the manager.

## Steps to run the code:

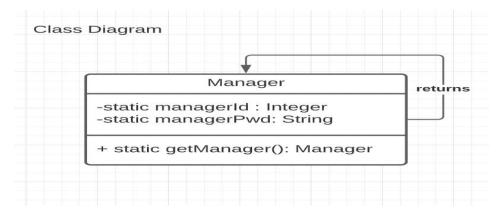
- We are using Manager.java file in the src folder
- Enter the following commands to run and compile the program code:

Javac Manager.java

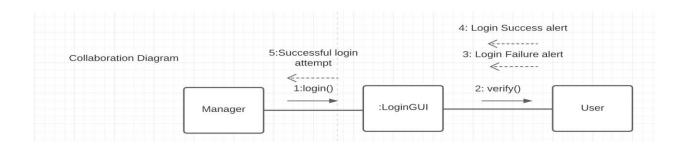
Java Manager

• managerId = mid@eventshire.com and managerPwd= MEvent@111 are the inputs to be taken

## Class diagram- Singleton Design Pattern



## **Collaboration diagram- Singleton Design Pattern**



## Output of the code:

```
| Manager, assign; import java.util.Scanner; | public class Manager manager mult; | private static Manager manager mult; | private static Manager manager mult; | private static String put "Methermolini"; | private Manager(String put) & fif("logid equals(mpriz")) & fok (put equals(mpriz"
```

