

SD: Singleton Pattern: Part I

Total points 10/10

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✓ Serialization may make implementing singleton hard. *

2/2

☒ yes



☐ no

✓ Even if a constructor is private, we can get around and access it using the *2/2
___ facility.

☐ encapsulation

☐ prototyping

☒ reflection



☐ refactoring



✓ The singleton pattern pretty much needs just a private constructor and a public static getter to a private static instance field. *2/2

☐ yes

☒ no



✓ We often make the constructor accessor ___ when implementing the singleton pattern. *2/2

☐ public

☐ package internal

☒ private

☐ friendly



✓ Singleton pattern limits the number of instances to: * 2/2

☐ zero

☐ absolutely one

☒ often one, but generally a limited number

☐ unlimited



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