The Singleton Pattern

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Overview

Classification: Creational

Ensure a class has only one instance

Control access to limited resource

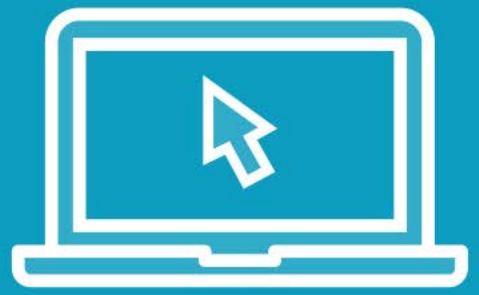
- Device access
- Buffer pools
- Web/DB connection pools

Provide a global point of access

Class responsible for its one instance

Lazy construction

Demo



Motivating Example:

Logging subsystem

Log events to a file

Only one instance can write to the file

Need to control access

Classic Singleton pattern

Notes for Demo 1

Notes for Demo 1 (continued)

What's wrong with Singletons?

Violates Single Responsibility Principle

Non-standard class access

Harder to test

Carry global state

Hard to sub-class

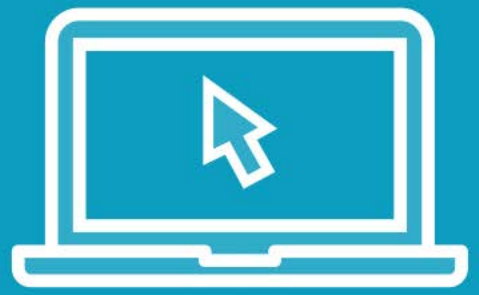
Singletons considered harmful!

- http://goo.gl/VUWmC6
- http://goo.gl/O4s3VE

Singletons called an *anti*pattern

Command Pattern Structure

Demo



Fix the Single Responsibility problem

Building a base class for all singletons

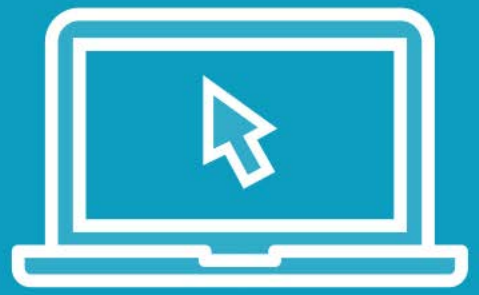
Inherit from the base class for each one

Fix non-standard instance access

Other problems remain

Notes for demo 2

Demo



First demo, classic pattern

- Single Responsibility violation

Second demo, built a base class

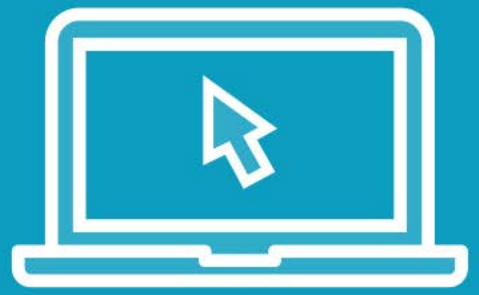
- Fixed the SRP violation

Third demo, build a metaclass

- Class's class
- Class is an instance of a metaclass
- Control building of class

Notes for demo 2, continued

Demo



What!? Another demo?

First demo, classic pattern

Second demo, built a base class

Third demo, build a metaclass

Fourth demo, the MonoState pattern

Summary

Controlled access to a single instance

Reduces the global namespace

Subclassible for extended uses

Variable number of instances

- Base Class and Meta Class variants

More flexible than a static class

- (Class with no instances)

MonoState shares all state

Can also use a Python module

Use sparingly! *Anti*pattern