Singleton Pattern Assignment (Code & Quiz)

1) Write a program using the singleton pattern. Code can be anything
that has some meaning to you......make the code your own!   Students
should   implement synchronized and volatile keywords in their
code to assure multi-threading does not happen. Students can use my
example to create their own Singleton Pattern.(147th Kentucky Derby,
sports, video game, etc). Everyone's code will look completely
different. Create a UML diagram and a detailed description of your
code in your main program (convert to a .pdf).