```csharp
 1  namespace CustomProject.SingletonDesign
 2  {
 3      public class ClockSingleton
 4      {
 5          private static readonly object _lockObject = new object();
 6          private static volatile ClockSingleton _instance;
 7          private Dictionary<string, SplashKitSDK.Timer> _timers;
 8
 9          private ClockSingleton()
10          {
11              _timers = new Dictionary<string, SplashKitSDK.Timer>();
12          }
13
14          public static ClockSingleton getInstance()
15          {
16              if (_instance == null)
17              {
18                  lock (_lockObject)
19                  {
20                      if (_instance == null)
21                      {
22                          _instance = new ClockSingleton();
23                      }
24                  }
25              }
26              return _instance;
27          }
28
29          public void StartTimer(string timerName)
30          {
31              if (_timers.ContainsKey(timerName))
32              {
33                  _timers[timerName].Reset();
34              }
35              else
36              {
37                  _timers[timerName] = new SplashKitSDK.Timer(timerName);
38              }
39              _timers[timerName].Start();
40          }
41
42          public uint GetElapsedTicks(string timerName)
43          {
44              if (_timers.ContainsKey(timerName))
45              {
46                  return _timers[timerName].Ticks;
47              }
48              return 0;
49          }
```

```
50        }
51  }
52
```