Bahria University,

Karachi Campus



LAB EXPERIMENT NO.

05

LIST OF TASKS

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| --- | --- |
| TASK NO | OBJECTIVE |
| 1 | Implement Singleton Design Pattern |
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Submitted On:

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**Task No. 1:** Implement Singleton Design Pattern

**Solution:**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Lab5

{

class Program

{

static void Main(string[] args)

{

Calculate.Instance.ValueOne = 10.5;

Calculate.Instance.ValueTwo = 5.5;

Console.WriteLine("Addition : " + Calculate.Instance.Addition());

Console.WriteLine("Subtraction : " + Calculate.Instance.Subtraction());

Console.WriteLine("Multiplication : " + Calculate.Instance.Multiplication());

Console.WriteLine("Division : " + Calculate.Instance.Division());

Console.WriteLine("\n----------------------\n");

Calculate.Instance.ValueTwo = 10.5;

Console.WriteLine("Addition : " + Calculate.Instance.Addition());

Console.WriteLine("Subtraction : " + Calculate.Instance.Subtraction());

Console.WriteLine("Multiplication : " + Calculate.Instance.Multiplication());

Console.WriteLine("Division : " + Calculate.Instance.Division());

Console.ReadLine();

}

public sealed class Calculate

{

private Calculate()

{

}

private static Calculate instance = null;

public static Calculate Instance

{

get

{

if (instance == null)

{

instance = new Calculate();

}

return instance;

}

}

public double ValueOne { get; set; }

public double ValueTwo { get; set; }

public double Addition()

{

return ValueOne + ValueTwo;

}

public double Subtraction()

{

return ValueOne - ValueTwo;

}

public double Multiplication()

{

return ValueOne \* ValueTwo;

}

public double Division()

{

return ValueOne / ValueTwo;

}

}

}

}

**Output:**

