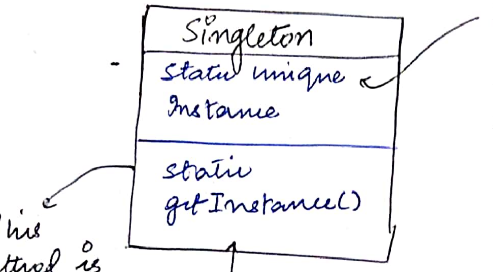
Chapter 5: Singleton Pattern

★ To create one of a kind objects with one instance.

★ It is a convention of sorts. It gives a single point of access. Only create objects when needed.

★ Singleton – constructor is private
– you don't instantiate, you ask for an instance.

★ class diagram :-



The unique Instance class variable holds our one & only instance of Singleton

This method is static which means it is a class method so we can access it from anywhere. Benefit of lazy Instantiation.

A class implementing singleton pattern is more than singleton. It is a general purpose class with own set of data & methods.

★ By adding synchronized keyword to getInstance() we force every thread to wait its turn. No two threads may enter at same time.

★ How to improve multithreading.

★ 'volatile' keyword ensures that multiple threads handle the unique instance variable correctly when it is being initialized to Singleton instance.

★ No dumb Qs :-

→ Stay in object world.

→ class loaders. (defining namespace)

★ You can't subclass Singleton with private constructor. Registry of sorts.

★ Global var worse. Basically static references to objects. Only one instance. Lazy vs eager instantiation.