Aim: Implementing the singleton pattern using Design patterns and principles.

Program:

using System;

namespace SingletonDemo

{

class Program

{

static void Main(string[] args)

{

//Call the GetInstance static method to get the Singleton Instance

Singleton fromTeachaer = Singleton.GetInstance();

fromTeachaer.PrintDetails("From Teacher");

//Call the GetInstance static method to get the Singleton Instance

Singleton fromStudent = Singleton.GetInstance();

fromStudent.PrintDetails("From Student");

Console.ReadLine();

}

}

}

Output:

