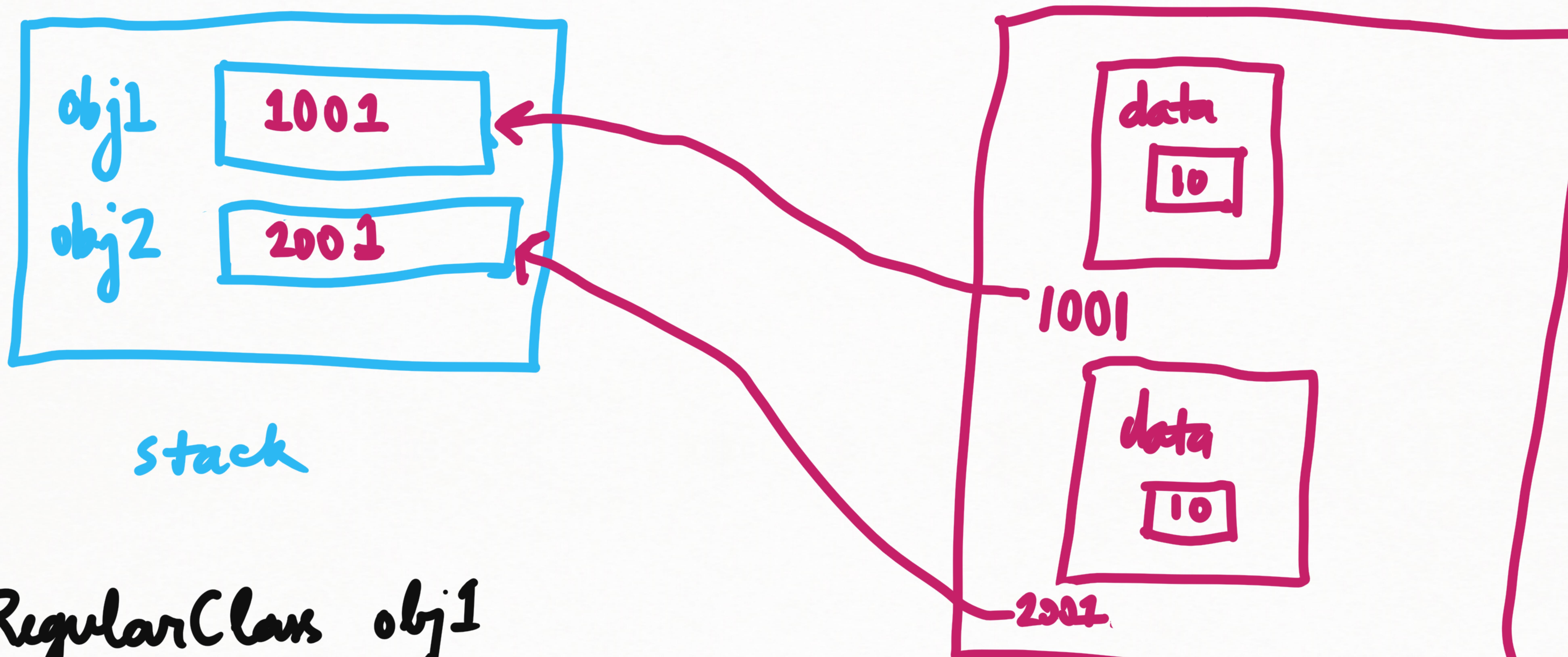


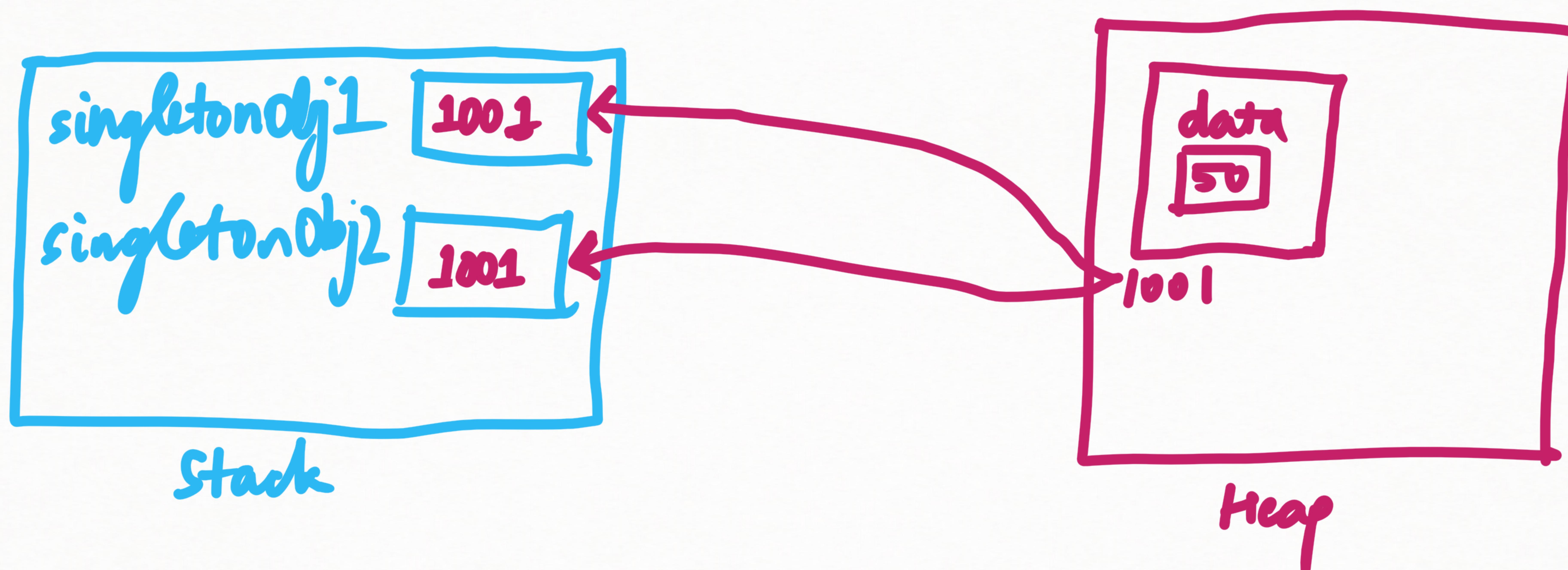
Prototype



RegularClass obj1
= new RegularClass();

Heap(dynamic)

The philosophy/objective of singleton design pattern
is to allow only one active object of a class
to exist in the memory



Steps to make a class a singleton class:-

- 1) Declare a private class member whose datatype is the class itself and initialize it to null.
- 2) Mark the constructor of the class as private.
Make sure the class has no public constructors.
- 3) Define a static factory method which returns an instance of the class.
- 4) Write a condition in the method to either return a new object or the existing object depending on the value of the class member variable.

