

## Singleton Pattern

Options
+ uniqueInstance : Options
+ mainPane : BorderPane
+ TabPane centerPane
+ ToolBar toolbar
+ VBox bottomPane
+ TitledPane outputWindow
+ HBox StatusBar
+ Button btnNew
+ Button btnOpen
+ Button btnSave
+ Button btnCut
+ Button btnCopy
+ Button btnPaste
+ Button btnDelete
+ Button btnUndo
+ VBox topPane
+ Button btnAssemble
+ Button btnRun
+ ToggleButton btnFullScreen
+ Button btnRedo
+ Button btnSaveAll
+ MenuBar mainMenu
+ Menu fileMenu
+ Menu editMenu
+ Menu viewMenu
+ Menu runMenu
+ Menu toolsMenu
+ Menu helpMenu
+ MenuItem menuPrint
+ MenuItem menuNew
+ MenuItem menuOpen
+ MenuItem menuSave
+ MenuItem menuSaveAs
+ MenuItem menuSaveAll
+ MenuItem menuExit
+ MenuItem menuCopy
+ MenuItem menuCut
+ MenuItem menuUndo
+ MenuItem menuPaste
+ MenuItem menuDelete
+ MenuItem menuSelectAll
+ MenuItem menuFindSelected
+ MenuItem menuRedo
+ MenuItem menuFind
+ MenuItem menuReplace
+ CheckMenuItem menuFullScreen
+ CheckMenuItem menuShowLineNumber
+ MenuItem menuRun
+ MenuItem menuAssemble
+ MenuItem menuSettings
+ MenuItem menuOpenInTerminal
+ MenuItem menuAbout
+ Label StatusBarText
+ TextField txtFind
+ HBox findBox
+ Scene scene
+ CodeArea output
+ Stage stage
+ boolean fullScreen
+ boolean lineNumber
+ getUniqueInstance : Options