Singleton Method

The singleton pattern is one of the simplest design patterns. Sometimes we need to have only one instance of our class for example a single DB connection shared by multiple objects as creating a separate DB connection for every object may be costly. Similarly, there can be a single configuration manager or error manager in an application that handles all problems instead of creating multiple managers.

Definition:

The singleton pattern is a design pattern that restricts the instantiation of a class to one object.



**Ensure that a class has just a single instance**.

**Provide a global access point to that instance**.