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HW 13: Note 6, Slide 6

Race conditions can occur if you do not guard the "changed" variable with a lock.
Explain a potential race condition with a diagram like in the previous slide.

new Thread()   Singleton   new Thread()

Singleton.getInstance();   *Singleton.getInstance();*

instance == null   Instance == null

instance = **new** Singleton();   *instance* = **new** Singleton();

return instance;   return instance;