

.NET Interview Questions

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Static vs Singleton

Both patterns are used to ensure that there is only one instance of a class or a set of shared resources.

1.1 Static

- Loaded when the class is loaded and remain in memory until the lifetime of the application

1.2 Static

- Loaded when the class is loaded and remain in memory until the lifetime of the application

1.3 Singleton

- Ensures only one instance is created
- Instance is created once and lives until the end of the application, unless manually destroyed

```
public class Singleton {
    private static Singleton instance;

    private Singleton() {
        // private constructor prevents instantiation
    }

    public static Singleton getInstance() {
        if (instance == null) {
            instance = new Singleton();
        }
    }
}
```

```
        return instance;
    }
}

Singleton instance = Singleton.getInstance(); //
    Same instance every time.
```