

```

package lesson11.lecture.threadssingleton;

public class Singleton {
    private static Singleton instance;
    public static int counter = 0;
    private Singleton() {
        incrementCounter();
    }
    public static Singleton getInstance()
{
    if(instance == null) {
        instance = new
Singleton();
    }
    return instance;
}
    private static void incrementCounter()
{
        counter++;
    }
}

```

```

package lesson11.lecture.threadssingleton;

public class Singleton2 {
    private static Singleton2 instance;
    public static int counter = 0;
    private Singleton2() {
        incrementCounter();
    }
    public static Singleton2 getInstance() {
        if(instance == null) {
            instance = new Singleton2();
        }
        return instance;
    }
    /* Guarantees proper count of instances */
    synchronized private static void
incrementCounter() {
        counter++;
    }
}

```

```

package lesson11.lecture.threadssingleton;

public class SingleThreadedTest2 {
    public static void main(String[] args)
{
        for(int i = 0; i < 1; ++i) {
            createAndStartThread();
            System.out.println("Num
instances: " + Singleton.counter);
        }
        public static void
createAndStartThread() {
            Runnable r = () -> {
                for(int i = 0; i < 1000;
++i) {
                    Singleton.getInstance();
                }
            };
            new Thread(r).start();
            try {
                Thread.sleep(10);
            } catch (InterruptedException e)
{}
        }
}

```

```

package lesson11.lecture.threadssingleton;

public class SynchronizedSingleton {
    private static SynchronizedSingleton
instance;
    public static int counter = 0;
    private SynchronizedSingleton() {
        incrementCounter();
    }
    synchronized public static
SynchronizedSingleton getInstance() {
        if(instance == null) {
            instance = new
SynchronizedSingleton();
        }
        return instance;
    }
    private static void incrementCounter() {
        counter++;
    }
}

```

