

GameManager

- instance: GameManager
- score: int
- gameTime: float

- GameManager()
+ getInstance(): GameManager
+ addScore(int): void
+ getScore(): int

1. Static instance

Holds THE single instance

2. Private constructor

Prevents: new GameManager()

3. Public getInstance()

Global access point

Implementation:

```
public class GameManager {  
    private static GameManager instance = null;  
  
    private GameManager() { /* ... */ }  
  
    public static GameManager getInstance() {  
        if (instance == null) {  
            instance = new GameManager();  
        }  
        return instance;  
    }  
}
```

Usage:

```
// Compiler error!  
GameManager m = new GameManager();  
  
// Correct way:  
GameManager mgr = GameManager.getInstance();  
mgr.addScore(10);
```