**#singleton Program**

**#include**<iostream>

**using** **namespace** std;

**class** singleton

{

**private**:

**static** **int** *count*;

**static** singleton \**instance*;

**singleton**()

{

//private construtor

};

**public**:

**~singleton**()

{

//public d

};

**static** singleton \***getinstance**()

{

**if** (*instance*==NULL)

{

*instance* = **new** singleton();

}

**return** *instance*;

}

};

singleton\* *singleton::instance* =NULL;

**int** **main**()

{

**class** singleton \*obj,\*obj1;

obj = singleton::*getinstance*();

obj1 = singleton::*getinstance*();

cout<<"\n"<<obj;

cout<<"\n"<<obj1;

// cout<<obj::getinstance();

**return** 0;

}