

Consider the following code sample:

```
1  using System;
2  using System.Collections.Generic;
3  using System.Text;
4
5  namespace Cat
6  {
7      1 reference
7      public class Cat
8      {
9          private string name;
10         0 references
10         public Cat(string catName)
11         {
12             name = catName;
13         }
14
15         0 references
15         public string getName()
16         {
17             return name;
18         }
19     }
20 }
21
```

1. What three changes do you need to make to convert this class into a Singleton?
2. Make the required changes and write up a Singleton version of the Cat class (note that you can just make up a default name).
3. In a main method, create two Cat variables and assign a Cat object to them. When you do this are you creating two separate cat objects or are you just assigning the same instance of a Cat to each variable?