It is one of the simplest design pattern in terms of the modelling but on the other hand this is one of the most controversial pattern in terms of complexity of usage.

Class is defined in such a way that only one instance of class is created in the complete execution of program or project.

It is used where only a single instance of class is required to control the action throughout the execution.

Singleton classes are used for logging, driver objects, caching and thread pool, database connections.

**Singleton Design Pattern**

https://cdncontribute.geeksforgeeks.org/wp-content/uploads/SINGLEton.png