1. **Agenda**:
   1. What a Singleton Pattern is?
   2. Why we need it?
2. It is **Object Creational Pattern** which allows us to create one and only one instance of a particular class no matter how many times we use the class.
3. **Examples**:
   1. **PropertyReader**:
      1. This class object reads properties from \*.properties file.
      2. This object is used by multiple classes again and again.
      3. But only one object of this class is created thus saving a lot of memory.
   2. **Logger**:
      1. Using this class object we can log different types of information such as error, debug, info etc.
      2. So, only one instance of Logger class can be shared among multiple classes to log info.
   3. **DataSource**:
      1. This is another good example in JDBC world.
      2. Responsible to maintain a connection pool and allocate connections to the classes in our app.
      3. There would be only one instance of DataSource.
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