SINGLETON SOFTWARE DESIGN ARCHITECTURAL PATTERN

In software engineering the **singleton pattern** is a  software design pattern that is useful when exactly one object is needed to coordinate actions across the system.

The concept is sometimes generalized to systems that operate more efficiently when only one object exists.

Singleton are prefferd because of:

They allow lazy allocation(consumes small space)

They do not pollute the global name space.

This pattern is used when only one instance of a class are allowed.

MVP PATTERN

This is alos another software design pattern which is used

1. when we want to maximize the amount of code that is tested with automation.
2. When we want to separate the business logic from the user interface (ui)

The picture below shows how the mvp interactes with each other and show the separation of logics.

