# **GANG OF FOUR PATTERNS**

# **#1. SINGLETON – PATTERN**

It restricts creating a number of created instances. Common case when we need to have only one instance

Examples of singleton usage

* Logger class
* Cache – you need to have only cache, because you will know from what cache extract data
* Pool connection
* Authentication system – you need only one

Now there are frameworks that already has implementation of singleton and you don’t need manually to create it

Implementation

Make sure constructor is private – it provides nobody will create an instance of this class

Create a method public getInstance()