

```
import java.io.Serializable;
```

```
/**
```

```
 * The perfect implementation of Singleton design pattern
```

```
 * Properly solves all the below mentioned problems in Singleton pattern
```

```
 * <p>
```

```
 * 1) Attack using Reflection API
```

```
 * 2) Problems from serialization/deserialization of your object
```

```
 * 3) Problems from cloning your object
```

```
 * 4) Uncertainty in a multi-threaded environment
```

```
 *
```

```
 * Problems with Garbage Collection have already been fixed in prior versions of Java
```

```
 * <p>
```

```
 * Created by aritaroy on 26/05/16.
```

```
 */
```

```
public class Singleton implements Serializable, Cloneable {
```

```
    // We would not eagerly initialize the singleton
```

```
    // The volatile keyword ensures that half-initialized objects are not published to other threads
```

```
    public static volatile Singleton INSTANCE = null;
```

```
    private Singleton() {
```

```
        // Preventing attack by Reflection APIs
```

```
        if (INSTANCE != null) {
```

```
            throw new RuntimeException("Cannot instantiate single object using constructor.
```

```
Use its #getInstance() method");
```

```
        }
```

```
        // Create your object here
```

```
    }
```

```
/**
```

```
 * A global point of access for the singleton
```

```
 *
```

```
 * @return
```

```
 */
```

```
public static Singleton getInstance() {
```

```
    // Implementing double-locking to prevent ambiguity in multi-threaded environment
```

```
    if (INSTANCE == null) {
```

```
        synchronized (Singleton.class) {
```

```
            if (INSTANCE == null) {
```

```
                INSTANCE = new Singleton();
```

```
            }
```

```
        }
```

```
    }
```

```
    return INSTANCE;
```

```
}
```

```
/**
```

```
 * Ensuring that singleton contract is not violated by serialization/deserialization
```

```
 *
```

```
 * @return
```

```
 */
```

```
public Object readResolve() {
```

```
    return Singleton.getInstance();
```

```
}
```

```
/**
 * Ideally we should not support cloning functionality as by definition
 * a singleton provides only a single instance
 *
 * @return
 * @throws CloneNotSupportedException
 */
@Override
protected Object clone() throws CloneNotSupportedException {
    throw new CloneNotSupportedException();
}
}
```