

5 the Singleton Pattern

★ *One-of-a-Kind Objects* ★



Our next stop is the Singleton Pattern, our ticket to creating one-of-a-kind objects for which there is only one instance, ever. You might be happy to know that of all patterns, the Singleton is the simplest in terms of its class diagram; in fact, the diagram holds just a single class! But don't get too comfortable; despite its simplicity from a class design perspective, it's going to require some deep object-oriented thinking in its implementation. So put on that thinking cap, and let's get going.