

Hershey, PA ~~Houston~~, we have a problem...

It looks like the Chocolate Boiler has let us down; despite the fact we improved the code using the classic Singleton Pattern, somehow the Chocolate Boiler's `fill()` method was able to start filling the boiler even though a batch of milk and chocolate was already boiling! That's 500 gallons of spilled milk (and chocolate)! What happened!?

We don't know what happened! The new Singleton code was running fine. The only thing we can think of is that we just added some optimizations to the Chocolate Boiler Controller that makes use of multiple threads.



Could the addition of threads have caused this? Isn't it the case that once we've set the `uniqueInstance` variable to the sole instance of `ChocolateBoiler`, all calls to `getInstance()` should return the same instance? Right?