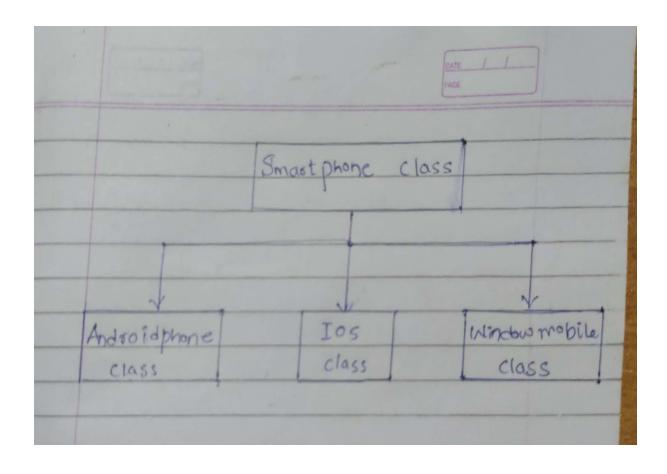
# 1.

PATTERN : Strategy Pattern

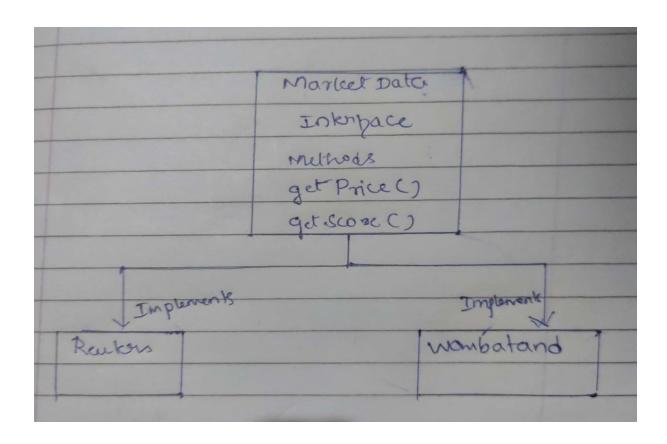
SmartPhone Class is abstract class



#### 2.

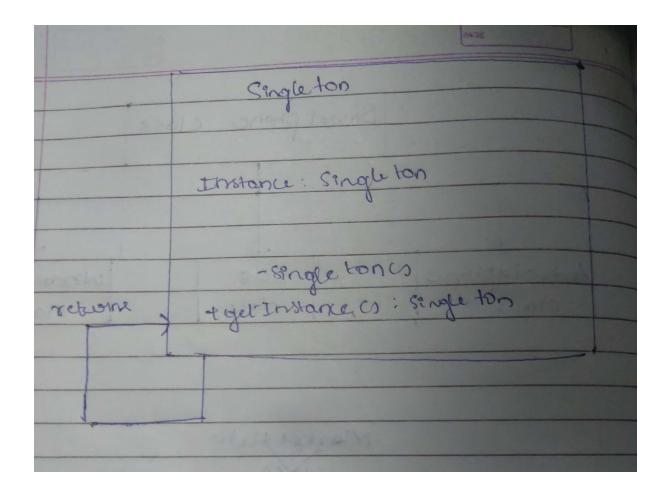
### **PATTERN: Observer Pattern**

MarketData is a interface it contains all the methods and all the vendors will implement from it



## 4.

Singleton design pattern: It defined a class that has only one instance and provides a global point of access to it



### Code for thread-safe singleton in Java

```
public class Singleton
{
    private static Singleton uniqueInstance;
    private Singleton() { };
    public static synchronized Singleton getInstance()
    {
        if (uniqueInstance == null)
        {
            uniqueInstance = new Singleton();
        }
        return uniqueInstance;
    }
}
```

### **Lazy Loaded Singleton class**

```
public class Singleton
{
    private static Singleton uniqueInstance = new Singleton();
    private Singleton()
    {
        public static Singleton getInstance()
        {
            return uniqueInstance;
        }
}
```

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