# Second Team-Based Evaluation
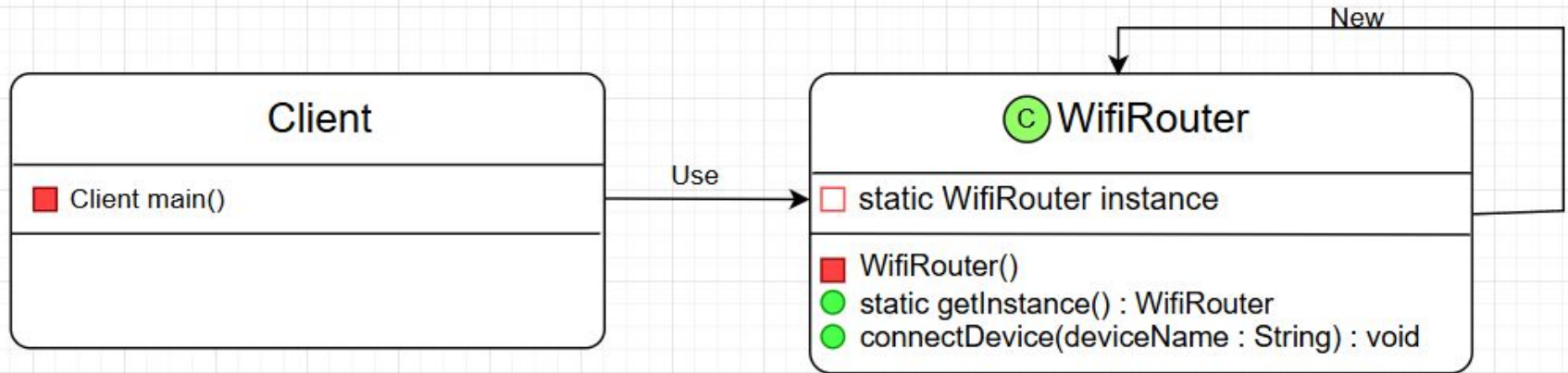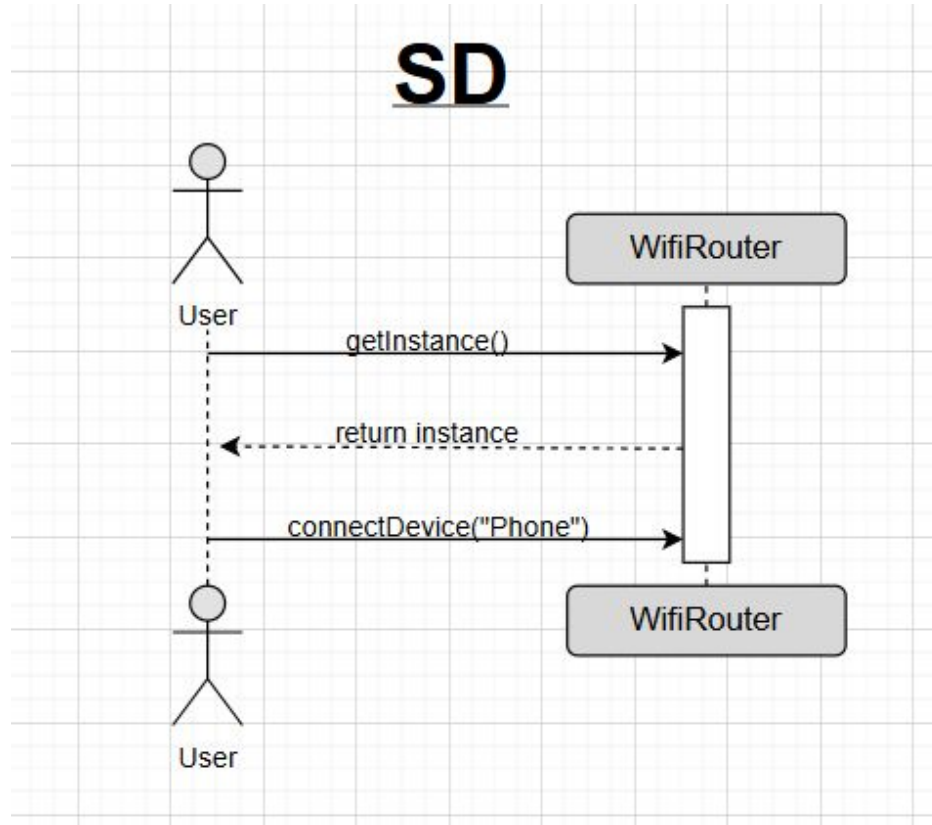
Eyoel Gizaw, Nik Nandi, Pruthak Patel, Saron Tesemma, Dahir Yonis

Georgia Tech

# Singleton UML (draw.io)

# Singleton UML (draw.io)

# Singleton Java Code

```java
public class WiFiRouter {
    private static WiFiRouter instance = new WiFiRouter();

    private WiFiRouter() {
        System.out.println(x:"WiFi Router Initialized.");
    }

    public static WiFiRouter getInstance() {
        return instance;
    }

    public void connectDevice(String deviceName) {
        System.out.println(deviceName + " connected to WiFi.");
    }
}
```

```java
public class Main {
    Run main | Debug main | Run | Debug
    public static void main(String[] args) {
        WiFiRouter router1 = WiFiRouter.getInstance();
        router1.connectDevice(deviceName:"Laptop");

        WiFiRouter router2 = WiFiRouter.getInstance();
        router2.connectDevice(deviceName:"Smartphone");

        if (router1 == router2) {
            System.out.println(x:"Both router1 and router2 are the same instance.");
        } else {
            System.out.println(x:"Different instances! Singleton failed.");
        }
    }
}
```

# Thank You!