Eportfolio 7: Singleton Pattern

The Image shown is the Singleton Pattern diagram. It is used to ensure a class has only one instance and to provide access to that instance. The Singleton Pattern supports Lazy initialization and global access. To achieve the pattern, you must follow these steps:

o Define a private static attribute in the "single instance" class

o Define a public static accessor function in the class

o Do "lazy initialization" (creation on first use) in the accessor function

o Define all constructors to be protected or private

o Clients may only use the static accessor function to manipulate the Singleton

Advantages of using Singleton is that it eliminates multiple instances of a class. What I’ve learned through this assignment is that, using a singleton can be beneficial because it can inherit, override a method, and replace the service unlike using a static class.

Eportfolio 8: Commits

This image is about making commits on a web development project. Adding commits keeps track of our progress and changes as we work. Git considers each commit change point or "save point". It is a point in the project you can go back to if you find a bug or want to make a change. When we commit, we should always include a message. By adding clear messages to each commit, it is easy for yourself and others to see what has changed and when. So, when making commits it’s always good to make good use of it because of how it can help me keep track of my project work on web development or any assignments. I learned that it can be useful when for instance you lose track of your progress, it saves the changes you’ve made from the previous file. Adding Git can help you retrieve the removed file changes.