

## Singleton

```
public class Singleton {
    private static volatile Singleton instance;

    private Singleton() {
        // Prevent reflection attack
        if (instance != null) {
            throw new IllegalStateException("Singleton already initialized");
        }
    }

    public static Singleton getInstance() {
        if (instance == null) {
            synchronized (Singleton.class) {
                if (instance == null) {
                    instance = new Singleton();
                }
            }
        }
        return instance;
    }

    // Prevent cloning attack
    @Override
    protected Object clone() throws CloneNotSupportedException {
        throw new CloneNotSupportedException("Cloning a Singleton is not allowed");
    }

    // Prevent deserialization attack
    protected Object readResolve() {
        return instance;
    }
}
```

## Factory Design Pattern

```
public static void main(String[] args) {
    Shape shape = ShapeFactory.getShape("Rectangle");
    shape.draw();
}

interface Shape{
    public void draw();
}

class Circle implements Shape{

    @Override
    public void draw() {
        System.out.println("Circle is drawing");
    }
}

class Rectangle implements Shape{

    @Override
    public void draw() {
        System.out.println("Rectangle is drawing");
    }
}

class ShapeFactory{
    public static Shape getShape(String shape){
        if(shape.equalsIgnoreCase("Circle")){
            return new Circle();
        }
        else{
            return new Rectangle();
        }
    }
}
```

## Builder Desgin Pattern

```
public class Main {
    public static void main(String[] args) {
        Pizza myPizza = new Pizza.Builder()
            .setBase("Thin Crust")
            .setSauce("Tomato Basil")
            .setToppings("Cheese, Olives, Jalapeno")
            .build();

        myPizza.display();
    }

    // Product class
    class Pizza {
        private String base;
        private String sauce;
        private String toppings;

        // Private constructor: only builder can create Pizza
        //Empty chod dena, ya banana mat
        private Pizza(Builder builder) {
            this.base = builder.base;
            this.sauce = builder.sauce;
            this.toppings = builder.toppings;
        }

        public void display() {
            System.out.println("Base: " + base);
            System.out.println("Sauce: " + sauce);
            System.out.println("Toppings: " + toppings);
        }

        // Builder Class
        public static class Builder {
            private String base;
            private String sauce;
            private String toppings;

            public Builder setBase(String base) {
                this.base = base;
                return this;
            }

            public Builder setSauce(String sauce) {
                this.sauce = sauce;
                return this;
            }

            public Builder setToppings(String toppings) {
                this.toppings = toppings;
                return this;
            }

            public Pizza build() {
                return new Pizza(this);
            }
        }
    }
}
```