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Lazy Initialization

Example

This example has been lifted from the | Q & A | section here: http://stackoverflow.com/a/1008289/3807729

See this article for a simple design for a lazy evaluated with guaranteed destruction singleton:

Can any one provide me a sample of Singleton in c++?

The classic lazy evaluated and correctly destroyed singleton.

```
class S
   public:
        static S& getInstance()
                        instance; // Guaranteed to be destroyed.
                                  // Instantiated on first use.
            return instance;
   private:
                                 // Constructor? (the {} brackets) are needed here.
       S() {};
        // C++ 03
       // Dont forget to declare these two. You want to make sure they
       // are unacceptable otherwise you may accidentally get copies of
       // your singleton appearing.
       S(S const&);
                                  // Don't Implement
       void operator=(S const&); // Don't implement
        // C++ 11
       // =====
       // We can use the better technique of deleting the methods
       // we don't want.
   public:
       S(S const&)
                                  = delete;
       void operator=(S const&) = delete;
        // Note: Scott Meyers mentions in his Effective Modern
                 C++ book, that deleted functions should generally
       //
                 be public as it results in better error messages
                 due to the compilers behavior to check accessibility
                 before deleted status
};
```

See this article about when to use a singleton: (not often)

Singleton: How should it be used

See this two article about initialization order and how to cope:

Static variables initialisation order

Finding C++ static initialization order problems

See this article describing lifetimes:

What is the lifetime of a static variable in a C++ function?

See this article that discusses some threading implications to singletons:

Singleton instance declared as static variable of GetInstance method

See this article that explains why double checked locking will not work on C++:

What are all the common undefined behaviours that a C++ programmer should know about?

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