

"The singleton pattern is a design pattern that restricts the instantiation of a class to one object. This is useful when exactly one object is needed to coordinate actions across the system."

- [Wikipedia: Singleton Pattern](#)

---

Complete the *Singleton* class in your editor which contains the following components:

1. A *private Singleton* non parameterized constructor.
2. A *public* String instance variable named ***str***.
3. Write a *static* method named *getSingleInstance* that returns the single instance of the *Singleton* class.

Once submitted, our hidden *Solution* class will check your code by taking a String as input and then using your *Singleton* class to print a line.

### **Input Format**

You will not be handling any input in this challenge.

### **Output Format**

You will not be producing any output in this challenge.

### **Sample Input**

hello world

### **Sample Output**

Hello I am a singleton! Let me say hello world to you