

"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