

# Singleton

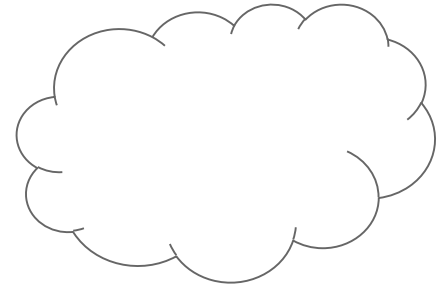


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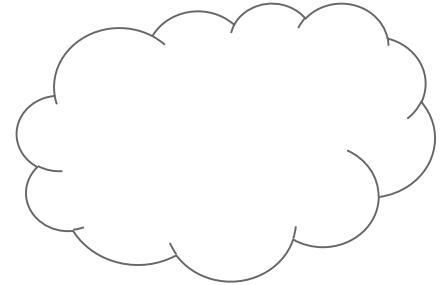
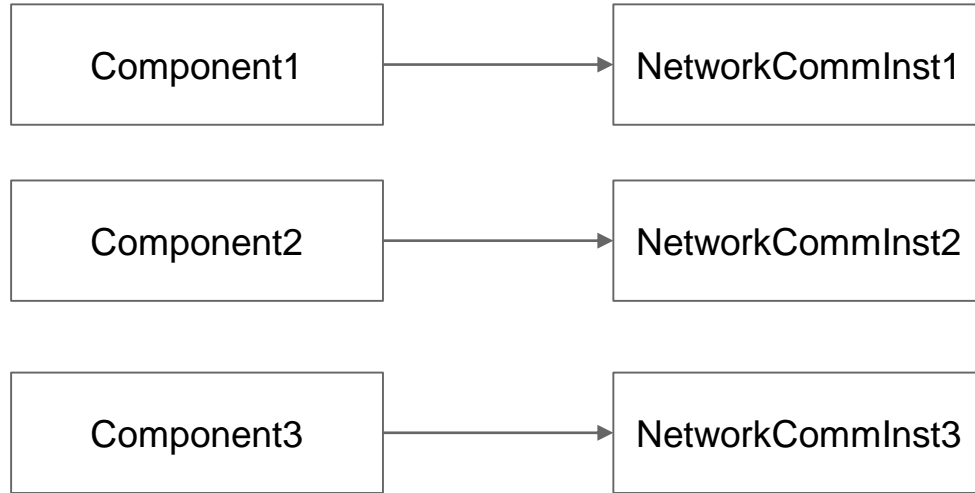
Component1

Component2

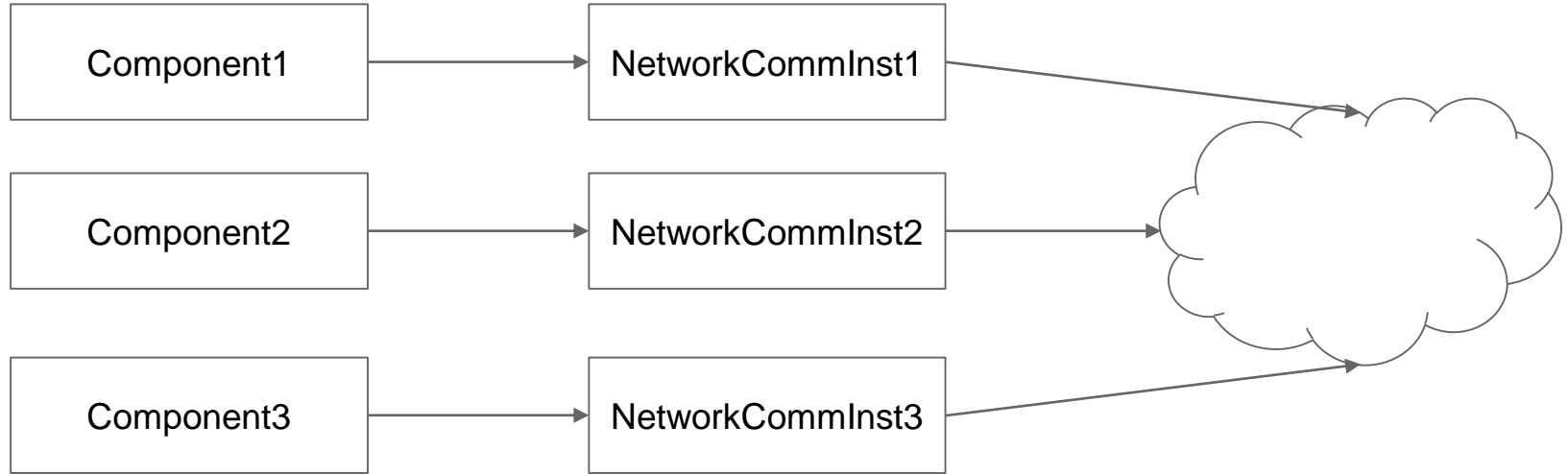
Component3



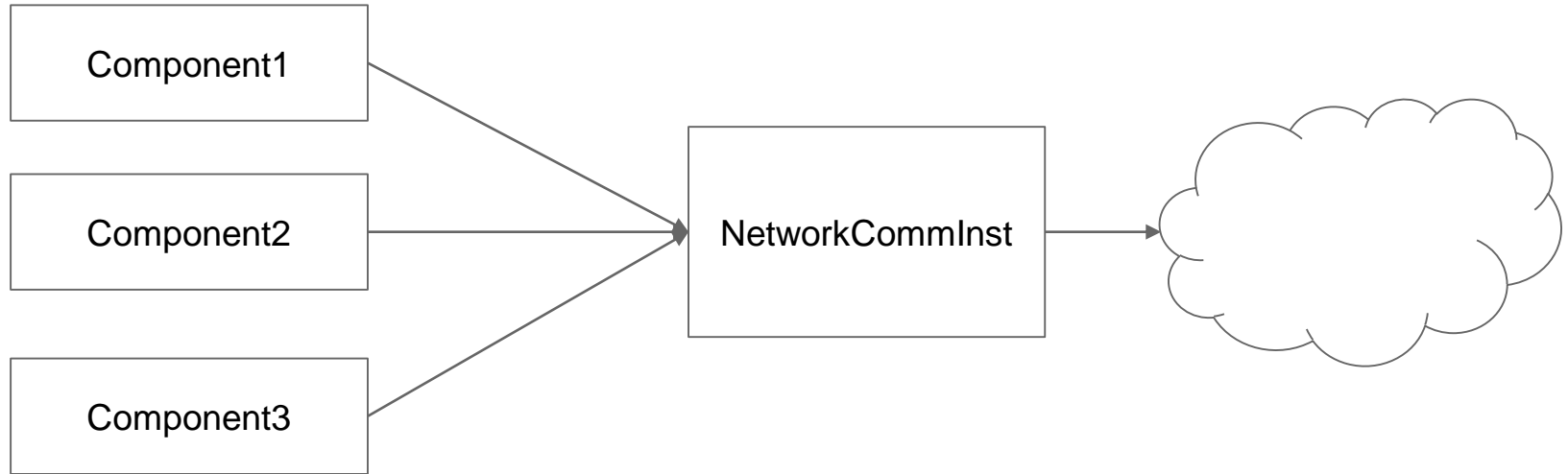
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Only one instance

Single point of access for a resource

Uses:

- Network manager
- Database access
- Logging
- Utility class(es)

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How to implement

- Eager initialization
- Static block initialization
- Lazy initialization
- Thread safe initialization
- Bill Pugh initialization