



Java Singleton Pattern

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Problem

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"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 *getSingletonInstance* 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
```

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Max Score: 15

Difficulty: Easy

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Current Buffer (saved locally, editable)

Java 7



1

```
2 ▼ import java.io.*;
3 import java.util.*;
4 import java.text.*;
5 import java.math.*;
6 import java.util.regex.*;
7 import java.lang.reflect.*;
8
9
10 ▼ class Singleton{
11
12 }
13
```

Line: 1 Col: 1

 [Upload Code as File](#)

☐ Test against custom input

Run Code

Submit Code

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