1. Only a single object for the entire class.
2. The same could also be achieved by creating every member variable and member method as static but Singleton is used in situations where there are multiple attributes to be initialized. And that can be done with the constructor better than creating multiple APIs and initializing the class members (in the case of static members) by calling all of them separately.
3. Technique to create Singleton:
   1. Define the class just like any other class.
   2. Create the constructor in the private section of the class.
   3. Create a static object of the same class inside the class. (Note an object can not be created inside the class if not declared static, as it leads to infinite size for class objects since the constructor will be called recursively)
   4. Create a static method to get that object as a reference.
   5. Delete the copy constructor as it will allow the creation of another object via shallow copy (and delete the assignment operator as well, following the rule of three).
   6. Use the object returned by the get() method to call other functions.
4. The static object can be created either on non-heap or on the heap.
   1. For non-heap memory allocation of the static object, the object can be placed in two different locations.
      1. The object is a static class member.
      2. The object is a local static variable in the get() method. This approach is preferred as the resulting code is compact. The code can be refactored by providing other static APIs which internally call the static get() method. Moreover, the local static object eliminates the need to define the static member in the translation unit (as we do for the static class members)
   2. For heap allocation of the static object, the static pointer to the object should be created as a class member and memory allocation should be done in the static get() method. Note that the dynamic memory allocation should not be done in the constructor for a singleton as the constructor will not be called on the client-side.
5. The static object memory allocated on the heap in a singleton should not be deleted as the object is expected to last the entire program run.

Important points:

1. The constructor of the class will be called only when the object of the class is created. So, the Constructor is not called while dealing only with static methods and static members of the class.