

Design Patterns

W4A1

Topic: - Implement Singleton Design Pattern

Description: - In this design pattern only one instance can be created.

Code : -

```
const SingletonDesignPattern = (function() {
  let processManager

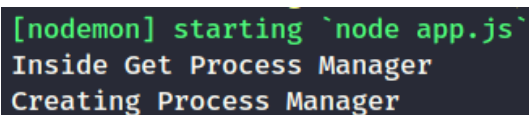
  class ProcessManager {
    constructor() {
      this.numberOfProcesses = 0
    }
  }

  function createProcessManager() {
    console.log('Creating Process Manager')
    processManager = new ProcessManager()
    return processManager
  }

  return {
    getProcessManager: () => {
      if(processManager === undefined) {
        console.log('Inside Get Process Manager')
        processManager = createProcessManager()
        return processManager
      }
    }
  }
})();

const pManagerOne = SingletonDesignPattern.getProcessManager()
const pManagerTwo = SingletonDesignPattern.getProcessManager()
const pManagerThree = SingletonDesignPattern.getProcessManager()
```

Output : -



```
[nodemon] starting `node app.js`
Inside Get Process Manager
Creating Process Manager
```