DESIGN PATTERNS I

Singleton

GOF DEFINITION

- 'There must be exactly one instance of a class, and it must be accessible to clients from a well-known access point'

- 'The sole instance should be extensible by subclassing, and clients should be able to use an extended instance without modifying their code.'

Singletons differ from static classes (or objects) as we can delay their initialisation.

A Singleton returns neither an object or a "class"; it returns a *structure*.

In JavaScript, Singletons serve as a shared resource namespace which isolate implementation code from the global namespace, providing a single point of access for functions.

FURTHER READING

- https://addyosmani.com/resources/essentialjsdesignpatterns/book/#singletonpatternjavascript

- https://www.ibm.com/developerworks/webservices/library/co-single/index.html

- http://misko.hevery.com/2008/10/21/dependency-injection-myth-reference-passing/