

## Programming Assignment 5-1

Create a class `MySingleton` which has the following properties:

- a. It is not possible to create more than one instance of your class.
- b. The singleton instance in your `MySingleton` class is initialized immediately – it is not necessary to wait for a client to request an instance (as was the case in the singleton class that was demo'ed in class – see Lecture Code package `lesson3.singleton`).

Things you should think about as you attempt to create this class:

1. How do you prevent users of your class from creating multiple instances? Why can't they just invoke the constructor of your class multiple times?
2. If two clients attempt to access an instance of your class, how can you guarantee they will get the same instance?
3. How can you test your class to prove that it really is a Singleton?