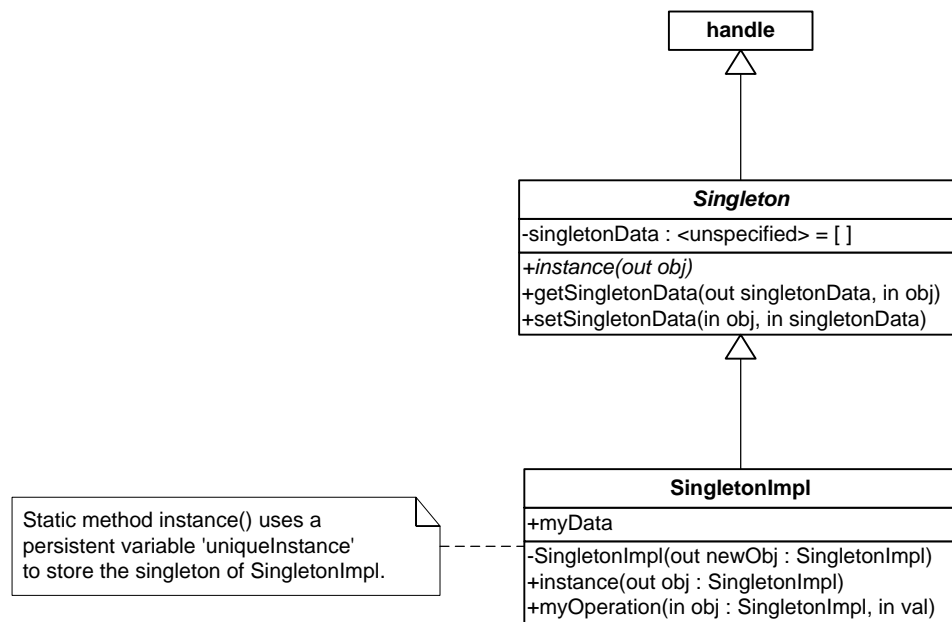The MathWorks Australia Pty Ltd
By Bobby Nedelkovski 06-Aug-2009
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Design Pattern: Singleton (Creational)

UML Class Diagram

```
                    handle
                      △
                      │
                  Singleton
  -singletonData : <unspecified> = [ ]
  +instance(out obj)
  +getSingletonData(out singletonData, in obj)
  +setSingletonData(in obj, in singletonData)
                      △
                      │
                 SingletonImpl
  +myData
  -SingletonImpl(out newObj : SingletonImpl)
  +instance(out obj : SingletonImpl)
  +myOperation(in obj : SingletonImpl, in val)
```

Static method instance() uses a
persistent variable 'uniqueInstance'
to store the singleton of SingletonImpl.

UML Object Diagram

```
        obj : SingletonImpl
  singletonData = [ ]
  myData = [ ]
```