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**ICT Engineering**

**Semester 2**

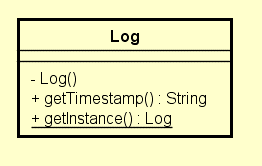
**26.04.2018**

# Design Pattern

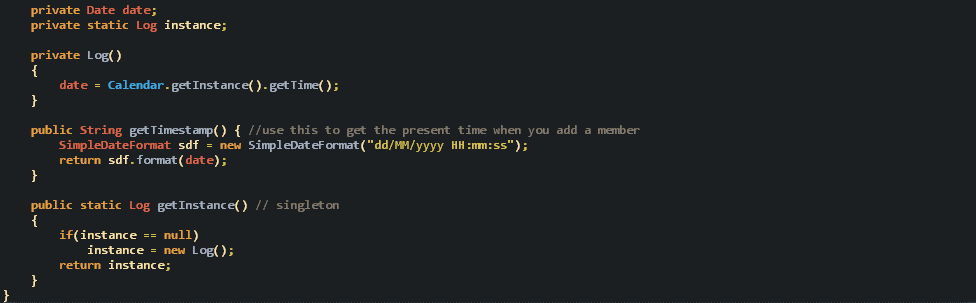
Singleton Pattern

Definition:  
  
Reason for use: It is used for the intent of storing the exact time and date of when a change occurs in the system.

Design:



Implementation:



A singleton has a private constructor and a private static method to get an instance of itself to ensure that a class only has one instance and provides a global point to access it.

Test: