

# Singleton

## Type

- Producer sample

## Use

- Make sure that only one instance of a class exists

## Use case

- Only one instance of a class should exist

# Singleton

`instance` (static)

- Private instance of `Singleton`

`getInstance` (static)

- Public member function that returns an `instance`
- Creates `instance`

`Singleton`

- Private constructor
- Calling `getInstance` is the only way to create a `Singleton`

Singleton	
-	<code>instance: Singleton = null</code>
+	<code>getInstance: Singleton()</code>
-	<code>Singleton()</code>

`singleton.cpp`  
`singletonMeyer.cpp`