

Singleton

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A **Singleton** is a class that allows only a single instance of itself to be created and gives access to that created instance. It contains static variables that can accommodate unique and private instances of itself. It is used in scenarios when a user wants to restrict instantiation of a class to only one object. This is helpful usually when a single object is required to coordinate actions across a system.

The singleton pattern is used in programming languages such as Java and .NET to define a global variable. A single object used across systems remains constant and needs to be defined only once rather than many times.

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