Object-Oriented Programming
Singleton Pattern

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Singleton pattern: Intent

Ensure a class only has one instance, and provide a global point of access to it.

- Example:
  - clock,
  - printer spooler
  - file system
  - window manager
  - A/D converter
  - I/O port
Singleton pattern: Motivation

- How do we ensure that a class has only one instance and the instance is easily accessible?
  - global variable
    - makes an object accessible
    - but cannot ensure from multiple objects
  - make the class itself responsible
    - ensure no other instance can be created
    - provide a way to access the instance
Singleton pattern: Structure

**Singleton**

- `static Instance()`
- `SingletonOperation()`
- `GetSingletonData()`

- `static uniqueInstance`
- `singletonData`

- Static member function
- return uniqueInstance

- Static member variable
Singleton pattern: Applicability

- There must be exactly one instance of a class, and it must be accessible to clients from a well-know access point.
- When the sole instance should be extensible by subclassing, and clients should be able to use an extended instance without modifying their code.
Singleton pattern: Participants

- Singleton
  - Defines an Instance operation that lets clients access its unique instance.
  - May be responsible for creating its own unique instance.
Singleton pattern: Collaborations

- Clients access a Singleton instance solely through Singleton’s Instance operation.
Singleton pattern: Consequences

- **Controlled access to sole instance.**
- **Reduced name space**
  - no pollution to the name space of global variables
- **Permits refinement of operations and representation**
  - may be subclassed
- **Permits a variable number of instances**
  - only `Instance()` needs to change
- **More flexible than class operations**
  - C++ static member functions
    - hard to change design to allow more than one instance
    - non-virtual: overriding not allowed
Singleton pattern: Implementation (1)

Ensuring a unique instance.

- protected constructor
- * _instance

```cpp
class Singleton {
public:
    static Singleton* Instance();
    void Operation();
protected:
    Singleton();
private:
    static Singleton* _instance;
}

// Client
// Singleton::Instance()->Operation();
```

```cpp
Singleton* Singleton::_instance = 0;
Singleton* Singleton::Instance() {
    if (_instance==0) {
        _instance = new Singleton;
    }
    return _instance;
}
```

Who: delete _instance ?
(memory leak)
Singleton pattern: Implementation (2)

- C++ global or static object
  - can’t guarantee single instance
  - automatic initialization may not work (a single might require values that are computed after initialization)
  - order of constructors of global objects are not defined (no dependencies can exist between singletons)
  - created whether they are used or not
Singleton pattern: Implementation (3)

Subclassing the Singleton class.

class Singleton {
public:
    static void Register(char* name, Singleton*);
    static Singleton* Instance();
protected:
    static Singleton* Lookup(const char* name);
private:
    static Singleton* _instance;
    static List<NameSingletonPair>* _registry;
};
Singleton pattern: Implementation (4)

```cpp
Singleton* Singleton::Instance() {
    if(!_instance) {
        const char* singletonName = getenv("SINGLETON");
        _instance = Lookup(singletonName);
    }
    return _instance;
}

MySingleton::MySingleton() {
    Singleton::Register("MySingleton", this);
}
static MySingleton theSingleton;
```
Singleton pattern: Related patterns

- Many patterns can be implemented using singleton pattern
  - Abstract factory
  - Builder
  - Prototype