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| **Singleton** |
| **Line** | **Code** |
| **1****2****3****4****5****6****7****8****9****10****11****12****13****14****15****16****17****18****19****20****21****22****23****24****25****26****27****28****29****30****31****32****33** | **using** System;**namespace** Singleton{ **class** Program{ **public sealed class** Singleton{ Singleton() { }// Private Constructor // Private object instantiated with private constructor **static** Singleton instance = **new** Singleton(); // Public static property to get the object **public static** Singleton UniqueInstance { **get** { **return** instance;  } } **public void** SingletonOperation() { //The method goes here... } **public int** SingletonData; } **static void** Main2(){ Singleton s1 = Singleton.UniqueInstance; Singleton s2 = Singleton.UniqueInstance; **if**(Singleton.ReferenceEquals(s1,s2)) Console.WriteLine("Objects are the same instance"); s1.SingletonOperation(); //s2.SingletonData = 100; Console.ReadKey(); } }} |

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| **SingletonLazy** |
| **Line** | **Code** |
| **1****2****3****4****5****6****7****8****9****10****11****12****13****14****15****16****17****18****19****20****21****22****23****24****25****26****27** | **using** System;**namespace** SingletonLazy{ **class** Program{ **public class** Singleton{ Singleton() { } // Private constructor **static** Singleton uniqueInstance = **null**; // Public static property to get the object **public static** Singleton UniqueInstance{ **get**{ **if** (uniqueInstance==**null**) uniqueInstance = **new** Singleton(); **return** uniqueInstance; } } **public void** SingletonOperation() { //The method goes here... } **public int** SingletonData; } **static void** Main(){ Singleton s1 = Singleton.UniqueInstance; Singleton s2 = Singleton.UniqueInstance; **if** (Singleton.ReferenceEquals(s1,s2)) Console.WriteLine("Objects are the same instance"); } }} |