

Assignment 9

10.01.2008

Due date: 17.01.2008, 10:00

Use the Singleton design pattern to implement a functionality of your choice in the simulator. You can change an existing part, or add a new part, if you want. Make a case for using this design pattern, by highlighting the advantages over possible alternative designs (such as using a static class) in your system.

The checking interface should be the same as in the assignment 8.
