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Subject: Re: Bug in singleton classes in fairbase/base

Posted by [Mohammad Al-Turany](#) on Tue, 27 Oct 2009 14:27:50 GMT

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Hi Bertram,

As I said before, it is nicer to have the ctor private, but it is not really a bug that changes behavior of the singleton. In the compiled code you always use the instance and this is working, all these singleton classes are some kind of managers that have to be created from the macro (RunAna and RunSim) or by the framework itself (IO manager) and then the user uses the instance.

Quote: But exactly this should be avoided in a singleton. The only way to get access to a singleton object should be possible via a static instance function. The singleton itself has to take care of calling its own ctor.

Therefore I would prefer to follow the recommendations of object oriented design patterns.

The design pattern book is simply some recommendations for implementations, and does not present the object oriented standard, even C++ itself is not 100% object oriented (and this makes it usable in contrast to JAVA or Smalltalk). Anyway when I have time I will change it, but not now.

regards

Mohammad

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