

Objektovo orientované programovanie

10. cvičenie

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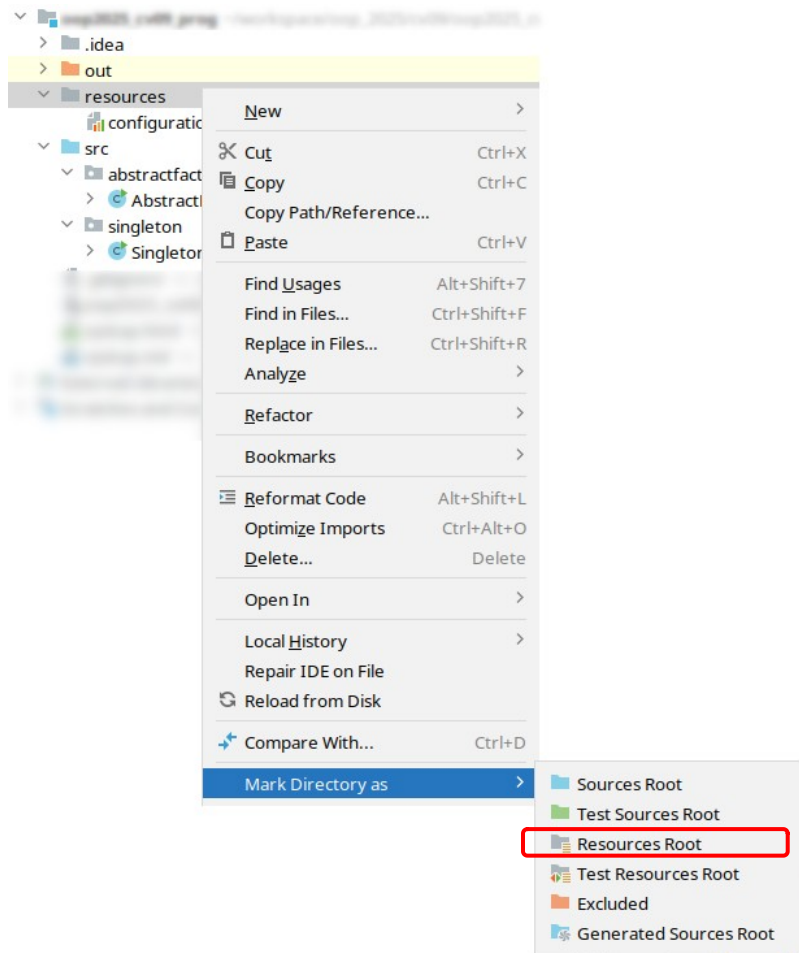
Singleton

```
public static void main(String[] args) {  
  
    Configuration config = Configuration.getInstance();  
  
    config.getServerDomain();  
  
    config.getServerPort();  
  
    config.getLanguage();  
}
```

Singleton

```
public class Configuration {  
    private static Configuration instange = null;  
  
    public static Configuration getInstange() {  
        if (instange == null) {  
            instange = new Configuration( . . . . . );  
        }  
        return instange;  
    }  
  
    private Configuration( . . . . . ) {  
        // . . . . .  
    }  
    // . . . . .  
}
```

resources



Abstract factory

	StandardGuiFactory	MyGuiFactory
createCheckBox(String)	JCheckBox	MyCheckBox
createTextField()	JTextField	MyTextField

