**Implementing the Builder Pattern**

**BuilderPatternExample:**

**Computer.java:**

public class Computer {

    private String CPU;

    private String RAM;

    private String storage;

    private Computer(Builder builder) {

        this.CPU = builder.CPU;

        this.RAM = builder.RAM;

        this.storage = builder.storage;

    }

    public static class Builder {

        private String CPU;

        private String RAM;

        private String storage;

        public Builder setCPU(String CPU) {

            this.CPU = CPU;

            return this;

        }

        public Builder setRAM(String RAM) {

            this.RAM = RAM;

            return this;

        }

        public Builder setStorage(String storage) {

            this.storage = storage;

            return this;

        }

        public Computer build() {

            return new Computer(this);

        }

    }

    public void display() {

        System.out.println("CPU: " + CPU);

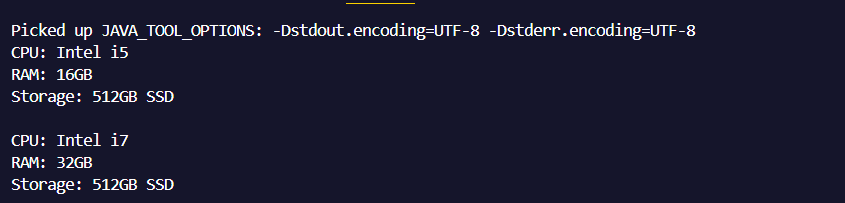
        System.out.println("RAM: " + RAM);

        System.out.println("Storage: " + storage);

    }

}

**Output:**

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