## **Design Patterns in Rust**

## **Builder Pattern**

Builders are neat because they don't require us to specify *everything* to build our struct, which means we can add Bob's red clippers in a minor release without breaking anything. They also prefix every field with its name, which makes the code more readable. For example

```
pub struct YakShaverBuilder
   clipper size: u32,
   gas powered clippers: bool,
   solar powered clippers: bool,
   color to dye yak: String,
    clipper color: String,
impl YakShaverBuilder
   pub fn new() -> Self {
        Self
            clipper size: 3,
            gas powered clippers: false,
            solar powered clippers: true
            color_to_dye yak: String::from("brown"),
           clipper color: String::from("black"),
    pub fn clipper size(mut self, v: u32) -> Self {
        self.clipper size = v;
        self
   pub fn qas powered clippers(mut self, v: bool) -> Self {
        self.gas powered clippers = v;
        self
    pub fn solar powered clippers(mut self, v: bool) -> Self
        self.solar powered clippers = v;
        self
   pub fn color to dye yak(mut self, v: String) -> Self
```

```
self.color to dye yak = v;
        self
    pub fn clipper color(mut self, v: String) -> Self {
        self.clipper color = v;
        self
    pub fn build(self) -> YakShaver {
        YakShaver
            clipper size: self.clipper size,
            gas powered clippers: self.gas powered clippers,
            solar powered clippers:
self.solar powered clippers,
            color_to_dye_yak: self.color to dye yak,
            clipper color: self.clipper color,
let yak shaver = YakShaverBuilder::new()
    .clipper size(4)
    .color to dye yak(String::from("hot pink"))
    .clipper_color(String::from("red"))
    .build();
```