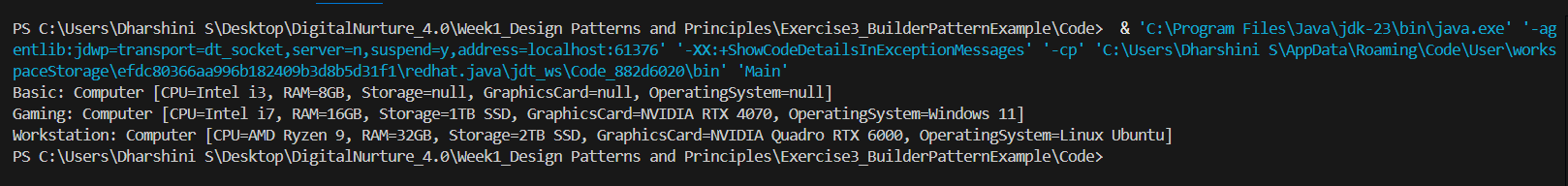
**Exercise 3: Implementing the Builder Pattern**

**Scenario:**

You are developing a system to create complex objects such as a Computer with multiple optional parts. Use the Builder Pattern to manage the construction process.

**Output:**

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