**Exercise 3:**

**Implementing the Builder Pattern:**

Computer.java:

**package** Builder;

**public** **class** Computer {

**private** String cpu;

**private** String ram;

**private** String storage;

**private** String graphicsCard;

**public** Computer(Builder builder) {

**this**.cpu = builder.cpu;

**this**.ram = builder.ram;

**this**.storage = builder.storage;

**this**.graphicsCard = builder.graphicsCard;

}

@Override

**public** String toString()

{

**return** "Computer [CPU=" +cpu+ ",RAM=" +ram+ ",Storage=" +storage+ ",GraphicsCard=" +graphicsCard+

"]";

}

**public** **static** **class** Builder

{

**private** String cpu;

**private** String ram;

**private** String storage;

**private** String graphicsCard;

**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** Builder setGraphicsCard(String graphicsCard)

{

**this**.graphicsCard=graphicsCard;

**return** **this**;

}

**public** Computer build()

{

**return** **new** Computer(**this**);

}

}

}

ComputerBuildeTest.java:

**package** Builder;

**public** **class** ComputerBuilderTest {

**public** **static** **void** main(String[] args)

{

Computer gamingPC=**new** Computer.Builder().setCpu("Intel i9").setRam("32GB").setStorage(".iTB SSd").setGraphicsCard("NVIDIA RTX 4090").build();

System.***out***.println("Gaming PC: " + gamingPC);

}

}

**Output:**

