Name : Jay Lapani

Div : 3 G5 Assignment-2

Builder Design Pattern

class Food {

    private String Name;

    private String Catagory;

    private String Type;

    private int Price;

    public Food(String Name, String Catagory, String Type, int Price) {

        super();

        this.Name = Name;

        this.Catagory = Catagory;

        this.Type = Type;

        this.Price = Price;

    }

    public String toString() {

        return "Food [Name=" + Name + ",Catagory=" + Catagory + ",Type=" + Type + ",Price=" + Price + "]";

    }

}

class FoodBuilder {

    private String Name;

    private String Catagory;

    private String Type;

    private int Price;

    public FoodBuilder setName(String Name) {

        this.Name = Name;

        return this;

    }

    public FoodBuilder setCatagory(String Catagory) {

        this.Catagory = Catagory;

        return this;

    }

    public FoodBuilder setType(String Type) {

        this.Type = Type;

        return this;

    }

    public FoodBuilder setPrice(int Price) {

        this.Price = Price;

        return this;

    }

    public Food getFood() {

        return new Food(Name, Catagory, Type, Price);

    }

}

public class builder {

    public static void main(String[] args) {

        Food f = new FoodBuilder().setName("Indian").setPrice(100).getFood();

        System.out.println(f);

    }

}

OUTPUT :

PS D:\DP> c

> cd "d:\DP\" ; if ($?) { javac builder.java } ; if ($?) { java builder }

Food [Name=Indian,Catagory=null,Type=null,Price=100]

PS D:\DP>