## Builder em TypeScript

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## Definição

**Builder** é um padrão de projeto criacional, que permite a construção de objetos que demandam bastante configuração.



```
interface Builder {
    producePartA(): void;
    producePartB(): void;
    producePartC(): void;
}
```

```
class ConcreteBuilder1 implements Builder {
    private product: Product1;
    constructor() {
        this.reset();
    }
    public reset(): void {
        this.product = new Product1();
    }
    [...]
}
```

```
class ConcreteBuilder1 implements Builder {
     [\ldots]
    public producePartA(): void {
        this.product.parts.push('PartA1');
     [...]
    public producePartC(): void {
        this.product.parts.push('PartC1');
     [\ldots]
```

```
class ConcreteBuilder1 implements Builder {
    [...]
    public getProduct(): Product1 {
        const result = this.product;
        this.reset();
        return result;
    }
}
```

```
class Director {
     private builder: Builder;
     public setBuilder(builder: Builder): void {
        this.builder = builder;
     public buildMinimalViableProduct(): void {
        this.builder.producePartA();
     public buildFullFeaturedProduct(): void {
        this.builder.producePartA();
        this.builder.producePartB();
        this.builder.producePartC();
```

```
function clientCode(director: Director) {
    const builder = new ConcreteBuilder1();
    director.setBuilder(builder);
    console.log('Standard basic product:');
    director.buildMinimalViableProduct();
    builder.getProduct().listParts();
    console.log(
     'Standard full featured product:'
    );
    director.buildFullFeaturedProduct();
    builder.getProduct().listParts();
     [\ldots]
```

```
function clientCode(director: Director) {
    [...]
    console.log('Custom product:');
    builder.producePartA();
    builder.producePartC();
    builder.getProduct().listParts();
}
```

```
const director = new Director();
clientCode(director);
```

## Executando Código

## Perguntas?