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**Assignment-2 (Builder Pattern)**

**Aim:**

To implement Builder Design Pattern using Accommodation management system.

**Code:**

room.java

package BuilderPattern;

public class room {

    int capacity;

    String airConditioning;

    String beddingType;

    String breakfast;

    String kitchenFacility;

    String flooring;

    String lightning;

    room(int capacity, String airConditioning, String beddingType, String breakfast, String kitchenFacility, String flooring, String lightning){

        this.capacity = capacity;

        this.airConditioning = airConditioning;

        this.beddingType = beddingType;

        this.breakfast = breakfast;

        this.kitchenFacility = kitchenFacility;

        this.flooring = flooring;

        this.lightning = lightning;

    }

    @Override

    public String toString(){

        return "Room[Capacity: "+capacity+", Air-Conditioning: "+airConditioning+", Bedding-Type: "+beddingType+", Breakfast: "+breakfast+", Kitchen-Facility: "+kitchenFacility+", Flooring: "+flooring+"]";

    }

}

RoomBuilder.java

package BuilderPattern;

public class RoomBuilder {

    int capacity;

    String airConditioning;

    String beddingType;

    String breakfast;

    String kitchenFacility;

    String flooring;

    String lightning;

    public RoomBuilder setCapacity(int capacity){

        this.capacity = capacity;

        return this;

    }

    public RoomBuilder setAirConditioning(String airConditioning){

        this.airConditioning = airConditioning;

        return this;

    }

    public RoomBuilder setBeddingType(String beddingType){

        this.beddingType = beddingType;

        return this;

    }

    public RoomBuilder setBreakfast(String breakfast){

        this.breakfast = breakfast;

        return this;

    }

    public RoomBuilder setKitchenFacility(String kitchenFacility){

        this.kitchenFacility = kitchenFacility;

        return this;

    }

    public RoomBuilder setFlooring(String flooring){

        this.flooring = flooring;

        return this;

    }

    public RoomBuilder setLightning(String lightning){

        this.lightning = lightning;

        return this;

    }

    public room getRoom(){

        return new room(capacity, airConditioning, beddingType, breakfast, kitchenFacility, flooring, lightning);

    }

}

Test.java

package BuilderPattern;

public class Test {

    public static void main(String args[]){

        room r1 = new RoomBuilder().setAirConditioning("Yes").setCapacity(4).getRoom();

        System.out.println(r1);

        room r2 = new RoomBuilder().setCapacity(2).setLightning("Warm").setBeddingType("Queen Size").setFlooring("Wooden").getRoom();

        System.out.println(r2);

    }

}

**Output:**

