**Exercise 3: Implementing the Builder Pattern**

**Computer.java**

public class Computer{

    private final String cpu;

    private final String ram;

    private final String storage;

    private final String gpu;

    public Computer(Builder builder){

        this.cpu = builder.cpu;

        this.ram = builder.ram;

        this.storage = builder.storage;

        this.gpu = builder.gpu;

    }

    public static class Builder{

        private String cpu;

        private String ram;

        private String storage;

        private String gpu;

        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 setGpu(String gpu){

            this.gpu = gpu;

            return this;

        }

        public Computer build(){

            return new Computer(this);

        }

    }

    public String getCpu() {

        return cpu;

    }

    public String getRam() {

        return ram;

    }

    public String getStorage() {

        return storage;

    }

    public String getGpu() {

        return gpu;

    }

}

**Test.java**

public class Test {

    public static void main(String[] args) {

        Computer computer = new Computer.Builder()

                .setCpu("Intel Core i9")

                .setRam("32GB")

                .setStorage("1TB SSD")

                .setGpu("NVIDIA RTX 3080")

                .build();

        System.out.println("Computer built with the following specifications:");

        System.out.println("CPU: " + computer.getCpu());

        System.out.println("RAM: " + computer.getRam());

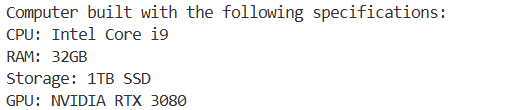
        System.out.println("Storage: " + computer.getStorage());

        System.out.println("GPU: " + computer.getGpu());

    }

}

**Output.java**

****