**AIM: Practice and Build Builder Design Pattern**

**Code:** Example taken of Bike Design

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| --- |
| public class BikeBuilderPattern {      public static void main(String[] args) {          Bike myBike = new Bike()                              .setType("Racing Bike")                              .setMaxSpeed(180)                              .setGears(5);          System.out.println(myBike);      }  }  class Bike{      private String type;      private double mileage;      private double maxSpeed;      private double gears;      Bike(){          // default parameters          type = "Mountain Bike";          mileage = 50;          maxSpeed = 100;          gears = 6;      }      public Bike setType(String type){          this.type = type;          return this;      }      public Bike setMileage(double mileage){          this.mileage = mileage;          return this;      }      public Bike setMaxSpeed(double maxSpeed){          this.maxSpeed = maxSpeed;          return this;      }      public Bike setGears(double gears){          this.gears = gears;          return this;      }      public String getType(){          return type;      }      public double getMileage(){          return mileage;      }      public double getMaxSpeed(){          return maxSpeed;      }      public double getGears(){          return gears;      }        public String toString(){          String x = "";          if(type != null){              x+= "Type: "+type;          }          if(mileage != 0){              x+= " Mileage: "+mileage;          }          if(maxSpeed != 0){              x+= " Max Speed: "+maxSpeed;          }          if(gears != 0){              x+= " Gears: "+gears;          }          return x;      }  } |

**Output:**

