Exercise:

1. Build design pattern is used to create construct complex object.

2. It is a way to build different immutable objects using same object building process.

Problem without Builder pattern

Suppose we are working on a project, and we have a class Person having five attributes FirstName, LastName, Age, Phone, Address. Suppose we want to make an immutable object of Person class. It means we will not change the state of the object after creation.

So, we must provide a Constructor that will take all the properties.

Watch “BuilderProblemExercise” if **FirstName** and **LastName** are mandatory, and the rest of the fields are optional. Then we have to provide four more constructors.

But in future, if we will add more attributes in class then we have to create more constructors. This approach is not good for a long-term project because we are writing unnecessary code.  
If we create setter method, then we will lose immutability of object.

Apply the pattern to the “BuilderProblemExercise” to get the correct way of using this pattern.

To watch the complete solution in detail, visit:

[Builder design pattern in java and java builder pattern example - JavaGoal](https://javagoal.com/builder-design-pattern-in-java/)