

LAB EXAM

BUILDER DESIGN PATTERN

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21BCP110

Topic: Esports

Creating an E-sport Builder that will provide 2 games along with their combined/single price

Feature:

1. 2 games specified by the seller
2. Price of the combination/single game

CODE:

eSport.java

```
package builder;

//Class for creating the variables for the games name and price
// And for their representation in String format
public class eSport {
    //name of 2 games in Gaming Device
    private String name1;//required parameter
    private String name2;//optional parameter for our case
    private int price; //required parameter

    //Constructor : Create object and take parameters required to create
    object
    public eSport(String name1, String name2, int price) {
        super();
        this.name1 = name1;
        this.name2 = name2;
        this.price = price;
    }

    //String representation of the object by toString() method
    @Override
    public String toString() {
        return "eSport" + "{" + "name1='" + name1 + '\'' + ", name2='" +
name2 + '\'' + ", price=Rs" + price + '}';
    }
}
```

eSport_Builder.java

```
package builder;

//interact with seller/user
public class eSport_builder {

    private String name1;

    private String name2;

    private int price;

    //setter method: set value of the instance variable
    public eSport_builder setName1(String name1) {
        this.name1 = name1;
        return this;
    }

    public eSport_builder setName2(String name2) {
        this.name2 = name2;
        return this;
    }

    public eSport_builder setPrice(int price) {
        this.price = price;
        return this;
    }

    // getter method to return the value of instance variable
    public eSport getEsport(){
        return new eSport(name1,name2, price);
    }

}
```

Main.java

```
package builder;

//Topic : Esports
//Creating an E-sport Builder that will provide 2 games along with their
combined/single price
/*Feature:
2 games specified by the seller
Price of the combination/single game
*/

//Main File
public class Main {
    public static void main(String[] args) {
        //1 Game name specified and not the other game name
        //The price is specified
        eSport es = new
eSport_builder().setName1("Fortnite").setPrice(500).getEsport();
        System.out.println(es);
    }
}
```

OUTPUT:

```
"C:\Users\Shruti Mishra\.jdk\openjdk-18.0.2.1\bin\java.exe" "-javaagent:C:
eSport{name1='Fortnite', name2='null', price=Rs500}
```

```
Process finished with exit code 0
```