**Report**

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**Description:**

This project demonstrates the **Builder Pattern** in Java using a Car class.  
The Builder Pattern helps create objects step by step without using long constructors.

**Advantages of Builder:**

Simplifies object creation with many parameters.

Improves readability with a fluent interface.

Keeps the object immutable (final fields, no setters).

Separates responsibilities: Car stores data, Builder builds objects.

**Example Usage:**

Car car1 = new Car.Builder()

.brand("Tesla")

.model("Model 3")

.year(2023)

.color("Black")

.doors(4)

.build();

System.out.println(car1);

**Clean Code Principles**

1. **Meaningful names** for fields and methods (brand, model, year).
2. **Simplicity** - only necessary fields, no extra details.
3. **Immutability** - Car objects cannot be modified after creation.
4. **Readability** - method chaining in the Builder is easy to read.