**Exercise 3: Implementing the Builder Pattern**:

**Code:**

package coding;

public class BuilderPattern {

static class Computer {

private String cpu;

private int ram;

private int storage;

private Computer(Builder builder) {

this.cpu = builder.cpu;

this.ram = builder.ram;

this.storage = builder.storage;

}

public void showSpecs() {

System.***out***.println("Computer Config -> CPU: " + cpu + ", RAM: " + ram + "GB, Storage: " + storage + "GB");

}

static class Builder {

private String cpu;

private int ram;

private int storage;

public Builder setCpu(String cpu) {

this.cpu = cpu;

return this;

}

public Builder setRam(int ram) {

this.ram = ram;

return this;

}

public Builder setStorage(int storage) {

this.storage = storage;

return this;

}

public Computer build() {

return new Computer(this);

}

}

}

public static void main(String[] args) {

Computer myComputer = new Computer.Builder()

.setCpu("Intel i5")

.setRam(8)

.setStorage(512)

.build();

myComputer.showSpecs();

Computer gamingPC = new Computer.Builder()

.setCpu("AMD Ryzen 9")

.setRam(32)

.setStorage(2000)

.build();

gamingPC.showSpecs();

}

}

Output:

