**Exercise 3: Implementing the Builder Pattern**

public class Main{

static class Computer {

private String CPU;

private String RAM;

private String storage;

private String GPU;

private boolean isBluetoothEnabled;

private boolean isWiFiEnabled;

private Computer(Builder builder) {

this.CPU = builder.CPU;

this.RAM = builder.RAM;

this.storage = builder.storage;

this.GPU = builder.GPU;

this.isBluetoothEnabled = builder.isBluetoothEnabled;

this.isWiFiEnabled = builder.isWiFiEnabled;

}

public static class Builder {

private String CPU;

private String RAM;

private String storage;

private String GPU;

private boolean isBluetoothEnabled;

private boolean isWiFiEnabled;

public Builder setCPU(String CPU) {

this.CPU = CPU;

return this;

}

public Builder setRAM(String RAM) {

this.RAM = RAM;

return this;

}

public Builder setStorage(String storage) {

this.storage = storage;

return this;

}

public Builder setGPU(String GPU) {

this.GPU = GPU;

return this;

}

public Builder setBluetoothEnabled(boolean isBluetoothEnabled) {

this.isBluetoothEnabled = isBluetoothEnabled;

return this;

}

public Builder setWiFiEnabled(boolean isWiFiEnabled) {

this.isWiFiEnabled = isWiFiEnabled;

return this;

}

public Computer build() {

return new Computer(this);

}

}

@Override

public String toString() {

return "Computer [CPU=" + CPU + ", RAM=" + RAM + ", Storage=" + storage +

", GPU=" + GPU + ", Bluetooth=" + isBluetoothEnabled + ", WiFi=" + isWiFiEnabled + "]";

}

}

public static void main(String[] args) {

Computer basicComputer = new Computer.Builder()

.setCPU("Intel i5")

.setRAM("8GB")

.setStorage("256GB SSD")

.build();

Computer gamingComputer = new Computer.Builder()

.setCPU("Intel i9")

.setRAM("32GB")

.setStorage("1TB SSD")

.setGPU("NVIDIA RTX 4080")

.setBluetoothEnabled(true)

.setWiFiEnabled(true)

.build();

System.out.println("Basic Computer: " + basicComputer);

System.out.println("Gaming Computer: " + gamingComputer);

}

}

