**BUILDER PATTERN**

class Computer {

private String CPU;

private String RAM;

private String storage;

private String graphicsCard;

private Computer(Builder builder) {

this.CPU = builder.CPU;

this.RAM = builder.RAM;

this.storage = builder.storage;

this.graphicsCard = builder.graphicsCard;

}

public void showSpecs() {

System.out.println("Computer Configuration:");

System.out.println("CPU: " + CPU);

System.out.println("RAM: " + RAM);

System.out.println("Storage: " + storage);

System.out.println("Graphics Card: " + (graphicsCard != null ? graphicsCard : "None"));

System.out.println("------------------------");

}

public static class Builder {

private String CPU;

private String RAM;

private String storage;

private String graphicsCard;

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 setGraphicsCard(String graphicsCard) {

this.graphicsCard = graphicsCard;

return this;

}

public Computer build() {

return new Computer(this);

}

}

}

public class Main {

public static void main(String[] args) {

Computer gamingPC = new Computer.Builder()

.setCPU("Intel i9")

.setRAM("32GB")

.setStorage("1TB SSD")

.setGraphicsCard("NVIDIA RTX 4090")

.build();

Computer officePC = new Computer.Builder()

.setCPU("Intel i5")

.setRAM("8GB")

.setStorage("512GB SSD")

.build();

gamingPC.showSpecs();

officePC.showSpecs();

}

}

