Builder Pattern:
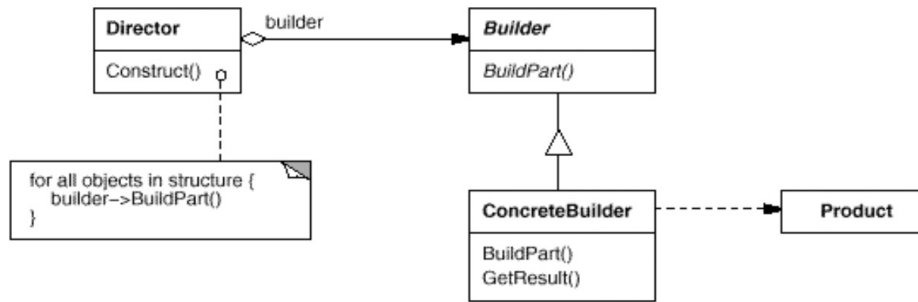
Used to create complex objects in a structured way and produce a result. It separates the construction from its representation

It garanties the construction of a valid and usable object.

Used to:

- Allow multiple representation from the same data using the same algorithm.

- Make the algorithm independent from the actual result creation

Possible usages:

- Signal conversions (Format conversion in general).
- Hide constructor of a class in a library

Implementation: