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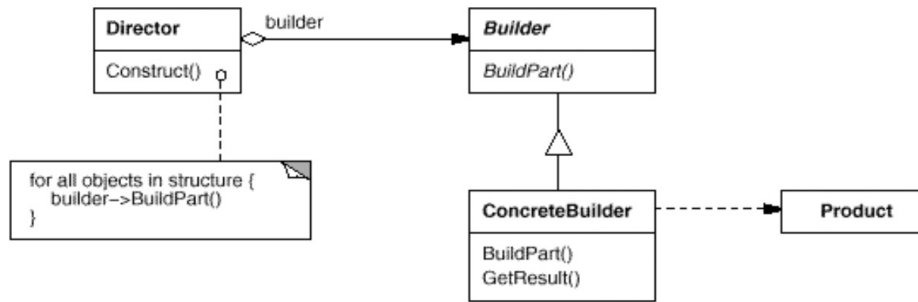
Used to create complex objects in a structured way and produce a result. It separates the construction from its representation

▼ Structure

It garanties the construction of a valid and usable object.

Used to:

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

- 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

Interactions:

the client is in charge of creating the builder, with it, the client will select dinamically or Statically the parts (Components) to build, while the builder class will keep the context and it will build the target class to build.