Project: Car Builder
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Group: SE2415
Course: Software Design Patterns

The goal of this project is to create a Car object using the Builder Pattern. The Builder Pattern makes it easy to create objects step by step, instead of using long constructors with many parameters. The Builder Pattern is useful for creating objects step by step. It makes code easier to understand, flexible, and safe.

Example of code:

```
Car car = new Car.Builder()
        .type("Sedan")
        .model("Toyota Camry")
        .color("Black")
        .engine("Hybrid")
        .year(2022)
        .max_speed(210)
        .build();
System.out.println(car.toString());
```

Result

Car: Sedan Toyota Camry (2022), color: Black, engine: Hybrid, max_speed: 210 km/h, licence_number: null