# Builder Pattern

* Useful for **creating** **complex objects** that have multiple parts
* **Creation process of an objects** should be **independent** of these parts
* ![Ein Bild, das Screenshot, Uhr enthält.

  Automatisch generierte Beschreibung]()Ability to use the same construction process to create different representations of the objects.
* **Product**
  + is the complex object.
* **ConcreteBuilder**
  + constructs and assembles the parts of an objects by implementing an ***abstract interface Builder***.
  + Obejcts builds the internal representations of the ***products*** and defines the creation process and assembly mechanisms.
* **Director**
  + responsible for creating the final object using the ***Builder interface***.

![Ein Bild, das Screenshot enthält.

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