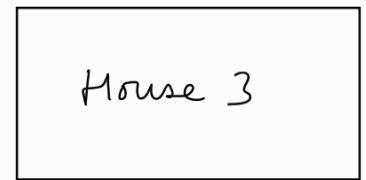




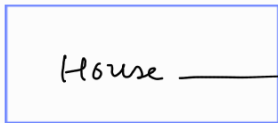
↓
Wall
Windows
Rooms
Kitchen
Swimming Pool



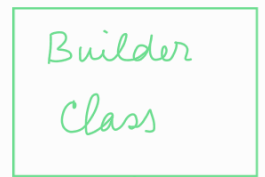
↓
Wall
Windows
Rooms
Kitchen



↓
wall
Windows
Rooms
Kitchen
2 Parkings



→ class House {
 Wall
 Windows
 Rooms
 Kitchen
 Parking
 Swimming Pool
}



HouseBuilder.Wall
HouseBuilder.Kitchen
HouseBuilder.Rooms

↓
build()



* it is a creational pattern that is used to construct a complex object step by step. It separates the construction of a complex object from its representation so that the same construction process can create different representations.

- Builder: specifies an abstract interface for creating parts of a Product object.
- Concrete Builder: provides implementation for the builder interface and assembles the parts.
- Director: constructs an object using the builder interface.
- Product: the complex object under construction.