

## **CSE-214 Online - 2 (A2)**

### **Structural Design Pattern**

A computer system is composed of several hardware components, such as the CPU, memory, storage, and a graphics card. Each of these components has a price. Some customers may buy individual components to build their own custom computer, while others may prefer pre-configured bundles (e.g., a gaming setup or a workstation setup). A bundle can contain several individual components or even another bundle (e.g., an "Ultimate Gaming Setup" may include a smaller "Basic Gaming Setup" along with some extra hardware). Each bundle or individual component must be able to calculate its total price. Customers may also want to add or remove components from a bundle.

Now, implement this system using an appropriate design pattern, where individual components and bundles are treated uniformly. Your driver code should show the system's functionalities.