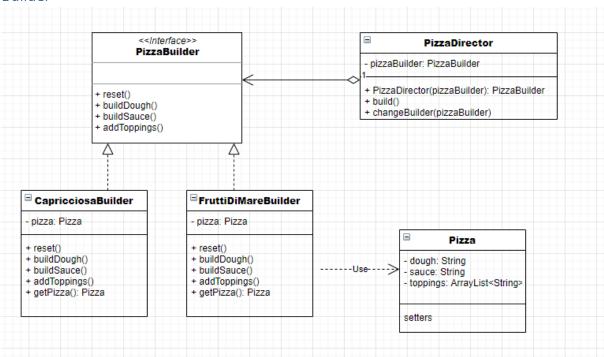
Design Patterns

Builder



Director

```
public class PizzaBuilder pizzaBuilder;

public PizzaDirector(PizzaBuilder pizzaBuilder) {
    this.pizzaBuilder = pizzaBuilder;
}

public void build() {
    pizzaBuilder.reset();
    pizzaBuilder.buildDough();
    pizzaBuilder.buildSauce();
    pizzaBuilder.addToppings();
}

public void changeBuilder(PizzaBuilder pizzaBuilder) {
    this.pizzaBuilder = pizzaBuilder;
}
```

Builder interface

```
public interface PizzaBuilder {
    void reset();

    void buildDough();

    void buildSauce();

    void addToppings();
}
```

Capricciosa Builder

```
public class CapricciosaBuilder implements PizzaBuilder {
    private Pizza pizza;

public void reset() {
        this.pizza = new Pizza();
    }

public void buildDough() {
        this.pizza.setDough("thick rust");
    }

public void buildSauce() {
        this.pizza.setSauce("tomato sauce");
    }

public void addToppings() {
        this.pizza.setToppings(Arrays.asList("sirloin", "black olives", "mushrooms", "oregano"));
    }

public Pizza getPizza() {
        return pizza;
    }
}
```

Pizza

```
public class Pizza {
    private String dough;
    private String sauce;
    private List<String> toppings;

public void setDough(String dough) {
    this.dough = dough;
    }

public void setSauce(String sauce) {
    this.sauce = sauce;
    }

public void setToppings(List<String> toppings) {
    this.toppings = toppings;
    }

@Override
public String toString() {
    return "Pizza{" +
        "dough="" + dough + '\" +
        ", sauce="" + sauce + '\" +
        ", toppings="" + toppings +
        "}';
    }
}
```

Główna metoda main

```
public static void main(String[] args) {
   CapricciosaBuilder capricciosaBuilder = new CapricciosaBuilder();
   PizzaDirector pizzaDirector = new PizzaDirector(capricciosaBuilder);
   pizzaDirector.build();
   System.out.println(capricciosaBuilder.getPizza());
}
```