**Exercise 3: Implementing the Builder Pattern**

public class BuilderPatternExample {

static class Computer {

private String cpu;

private String ram;

private String storage;

private String gpu;

private String os;

private Computer(Builder builder) {

this.cpu = builder.cpu;

this.ram = builder.ram;

this.storage = builder.storage;

this.gpu = builder.gpu;

this.os = builder.os;

}

public void showSpecs() {

System.out.println("CPU: " + cpu);

System.out.println("RAM: " + ram);

System.out.println("Storage: " + storage);

System.out.println("GPU: " + gpu);

System.out.println("OS: " + os);

System.out.println();

}

static class Builder {

private String cpu;

private String ram;

private String storage;

private String gpu;

private String os;

public Builder setCpu(String cpu) {

this.cpu = cpu;

return this;

}

public Builder setRam(String ram) {

this.ram = ram;

return this;

}

public Builder setStorage(String storage) {

this.storage = storage;

return this;

}

public Builder setGpu(String gpu) {

this.gpu = gpu;

return this;

}

public Builder setOs(String os) {

this.os = os;

return this;

}

public Computer build() {

return new Computer(this);

}

}

}

public static void main(String[] args) {

Computer gamingPC = new Computer.Builder()

.setCpu("Intel i9")

.setRam("32GB")

.setStorage("1TB SSD")

.setGpu("NVIDIA RTX 4080")

.setOs("Windows 11")

.build();

Computer officePC = new Computer.Builder()

.setCpu("Intel i5")

.setRam("16GB")

.setStorage("512GB SSD")

.setOs("Windows 10")

.build();

gamingPC.showSpecs();

officePC.showSpecs();

}

}

OUTPUT:

A screen shot of a computer

AI-generated content may be incorrect.