**BUILDER PATTERN**

CODE

Computer.java

public class Computer{

    private String CPU;

    private String RAM;

    private String storage;

    // Private constructor to enforce the use of the builder

    private Computer(ComputerBuilder builder){

        this.CPU = builder.CPU;

        this.RAM = builder.RAM;

        this.storage = builder.storage;

    }

    public static class ComputerBuilder{

        private String CPU;

        private String RAM;

        private String storage;

        public ComputerBuilder(String CPU){

            this.CPU = CPU;

        }

        public ComputerBuilder set\_RAM(String RAM){

            this.RAM = RAM;

            return this;

        }

        public ComputerBuilder set\_storage(String storage){

            this.storage = storage;

            return this;

        }

        public Computer build(){

            return new Computer(this);

        }

    }

    public void display(){

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

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

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

    }

}

Test.java

public class Test{

    public static void main(String [] args){

        Computer dell = new Computer.ComputerBuilder("Single-core")

                            .set\_RAM("8GB")

                            .set\_storage("128GB")

                            .build();

        dell.display();

    }

}

OUTPUT

