**package** BuilderPatternExample;

**public** **class** Computer {

**private** String cpu;

**private** String ram;

**private** String storage;

**private** String graphicsCard;

**private** Computer(Builder builder) {

**this**.cpu = builder.cpu;

**this**.ram = builder.ram;

**this**.storage = builder.storage;

**this**.graphicsCard = builder.graphicsCard;

}

**public** String getCPU()

{

**return** cpu;

}

**public** String getRam()

{

**return** ram;

}

**public** String getStorage()

{

**return** storage;

}

**public** String getGraphicsCard()

{

**return** graphicsCard;

}

**public** **void** displayConfig() {

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

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

System.***out***.println("Storage: " + (storage != **null** ? storage : "Not included"));

System.***out***.println("Graphics Card: " + (graphicsCard != **null** ? graphicsCard : "Not included"));

System.***out***.println("------------------------------------");

}

**public** **static** **class** Builder {

**private** String cpu;

**private** String ram;

**private** String storage;

**private** String graphicsCard;

**public** Builder(String cpu, String ram) {

**this**.cpu = cpu;

**this**.ram = ram;

}

**public** Builder setStorage(String storage) {

**this**.storage = storage;

**return** **this**;

}

**public** Builder setGraphicsCard(String graphicsCard) {

**this**.graphicsCard = graphicsCard;

**return** **this**;

}

**public** Computer build() {

**return** **new** Computer(**this**);

}

}

}

**package** BuilderPatternExample;

**public** **class** Main {

**public** **static** **void** main(String[] args) {

Computer basicComputer = **new** Computer.Builder("Intel i5", "8GB").build();

Computer gamingComputer = **new** Computer.Builder("Intel i7", "16GB")

.setStorage("1TB SSD")

.setGraphicsCard("NVIDIA RTX 4060")

.build();

System.***out***.println("Basic Computer:");

basicComputer.displayConfig();

System.***out***.println("Gaming Computer:");

gamingComputer.displayConfig();

}}

OUTPUT:

Basic Computer:

CPU: Intel i5

RAM: 8GB

Storage: Not included

Graphics Card: Not included

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Gaming Computer:

CPU: Intel i7

RAM: 16GB

Storage: 1TB SSD

Graphics Card: NVIDIA RTX 4060

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