



The Builder Pattern



Chapter Content

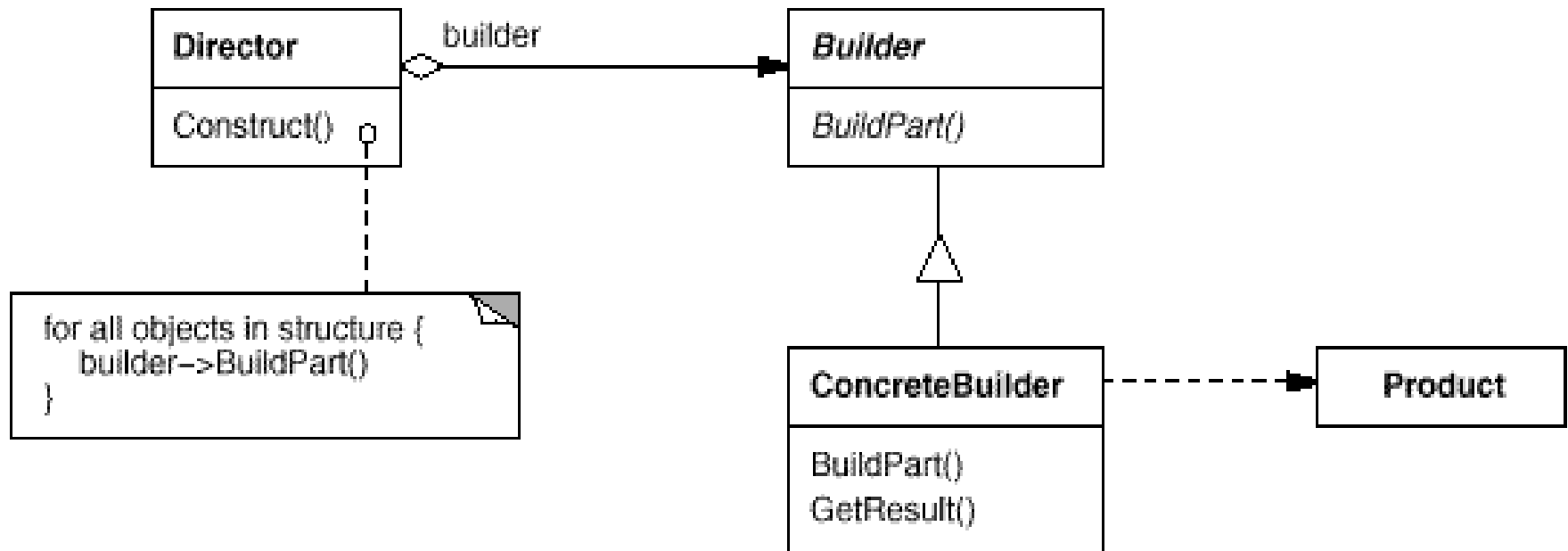
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- When constructing **complex objects**, one may wish to use the same **construction process** (algorithm) regardless of how the complex object is represented internally.

Builder Pattern Overview (cont.)

- A **Director** decides on a general construction algorithm: What parts to put together.
- The creation of each part is delegated to a **Builder** that decides how each part is represented and assembled with other parts. Note that the assembly depends on the internal representation of the complex object!.

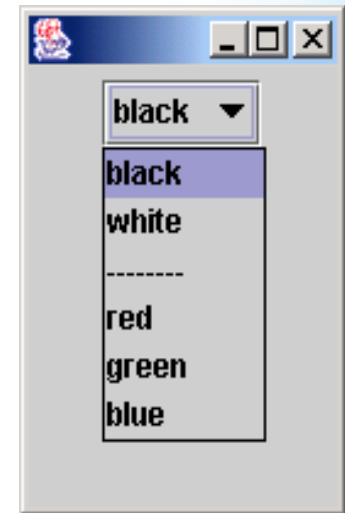
The Builder Pattern UML Diagram



Director holds the general algorithm for constructing a complex object. However, the construction & assembly of each part is assigned to the builder, which depends on the internal representation of the constructed complex object.

Builder Pattern Example

```
abstract class Builder {  
    public abstract void addPart(String choices);  
    public abstract void addSeparator();  
    public abstract Component getResult();  
}  
  
class ComboBuilder extends Builder {  
    private JComboBox combo = new JComboBox();  
    public void addPart(String choices){  
        combo.addItem(choices);  
    }  
    public void addSeparator(){  
        combo.addItem("-----");  
    }  
    public Component getResult(){ // Return the Complex object  
        return combo;  
    }  
}
```



Builder Pattern Example (cont.)

```
class RadioButtonBuilder extends Builder {  
    private Box panel = Box.createVerticalBox();  
    private ButtonGroup group = new ButtonGroup();  
    public void addPart(String choices){  
        JRadioButton bt = new JRadioButton(choices);  
        group.add(bt);  
        panel.add(bt);  
    }  
    public void addSeparator(){  
        panel.add(new JSeparator());  
    }  
    public Component getResult(){ // Return the Complex object  
        // select first radio button  
        ((JRadioButton)group.getElements().nextElement())  
        .setSelected(true);  
        return panel;  
    }  
}
```



Builder Pattern Example (cont.)

```
class ListDirector {  
    public Component create(Builder builder, String[] choices){  
        for(String choice : choices){  
            if (choice==null)  
                builder.addSeparator();  
            else  
                builder.addPart(choice);  
        }  
        return builder.getResult();  
    }  
}
```

Usage:

```
ListDirector director = new ListDirector();  
String[] choices = { "black", "white", null, "red", "green", "blue" };  
Component comp = director.create( new RadioButtonBuilder(), choices);  
Component comp2 = director.create( new ComboBuilder(), choices);
```


> **General:**

- > Easy to add new kinds of complex objects.
- > Nice demonstration of isolating the minimal factor that changes, avoiding code duplication.

> **Is it always required?**

- > We wouldn't need the builder if all complex classes (in our example, ComboBox and RadioButton panel) had a uniform interface for adding a part, such as `addPart(String)`.

- **How does the Builder Pattern differ from the Factory Pattern?**
 - The builder element is similar to a factory-of-parts (Factory Pattern), BUT it has more responsibility – it also assembles the different parts to a single complex object.
 - This means that the builder usually does not return ***independent*** parts for general use.
 - The director element is a private case of the Factory Pattern as it creates complex objects.

➤ Consequences of the Builder Pattern

1. Vary the internal representation of the product + hide the details of product assembly.
2. Each builder is independent of the others elements.
Improves modularity, easy to add.
3. Step-by-step construction of products – more control.
4. Builder resembles Abstract Factory – Both return classes with methods and objects:
 - **Abstract Factory** returns a family of related classes
 - **Builder** constructs a complex object step by step depending on the data presented to it.