Builder builder public: S Director(Builder builder) interface **S_Creator** construct() public: Room createRoom(int x, int y) Wall createWall(Room room, int dir) Door createDoorBetween(Room roomA, Room roomB) BoxDoor createBoxDoorBetween(Room roomA, Room roomB) class S_Builder implements S_Creator public: buildRoom(int x, int y) buildOuterWall(Room room, int dir) buildInnerWall(Room room, int dir) buildDoorBetween(Room roomA, Room roomB) buildCorridorBetween(Room roomA, Room roomB) getResult() class **S_Factory** implements S Creator class S_Factory implements S_Creator public: Room createRoom(int x, int y) Wall createWall(Room room, int dir) Room createRoom(int x, int y) Door createDoorBetween(Room roomA, Room roomB) Wall createWall(Room room, int dir) BoxDoor createBoxDoorBetween(Room roomA, Room roomB) Door createDoorBetween(Room roomA, Room roomB) BoxDoor createBoxDoorBetween(Room roomA, Room roomB)

public:

class **S_Director**