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```
!apt-get install openjdk-11-jdk -y
```

 Show hidden output

```
%%writefile Main.java
// Computer class with Builder Pattern
class Computer {
    private String CPU;
    private String GPU;
    private int internalMemory;
    private int externalMemory;
    private String OS;
    private boolean touchScreen;
    private boolean bluetoothMouse;
    private boolean bluetoothKeyboard;

    // Private constructor
    private Computer(ComputerBuilder builder) {
        this.CPU = builder.CPU;
        this.GPU = builder.GPU;
        this.internalMemory = builder.internalMemory;
        this.externalMemory = builder.externalMemory;
        this.OS = builder.OS;
        this.touchScreen = builder.touchScreen;
        this.bluetoothMouse = builder.bluetoothMouse;
        this.bluetoothKeyboard = builder.bluetoothKeyboard;
    }

    @Override
    public String toString() {
        return "Computer Configuration:\n" +
            "CPU: " + CPU + "\n" +
            "GPU: " + GPU + "\n" +
            "Internal Memory: " + internalMemory + "GB\n" +
            "External Memory: " + externalMemory + "GB\n" +
            "OS: " + OS + "\n" +
            "Touch Screen: " + touchScreen + "\n" +
            "Bluetooth Mouse: " + bluetoothMouse + "\n" +
            "Bluetooth Keyboard: " + bluetoothKeyboard;
    }

    // Static Builder Class
    public static class ComputerBuilder {
        private String CPU;
        private String GPU;
        private int internalMemory;
        private int externalMemory;
        private String OS;
        private boolean touchScreen;
        private boolean bluetoothMouse;
        private boolean bluetoothKeyboard;

        public ComputerBuilder setCPU(String CPU) {
            this.CPU = CPU;
            return this;
        }

        public ComputerBuilder setGPU(String GPU) {
            this.GPU = GPU;
            return this;
        }

        public ComputerBuilder setInternalMemory(int internalMemory) {
            this.internalMemory = internalMemory;
            return this;
        }

        public ComputerBuilder setExternalMemory(int externalMemory) {
            this.externalMemory = externalMemory;
            return this;
        }
    }
}
```

```

    public ComputerBuilder setOS(String OS) {
        this.OS = OS;
        return this;
    }

    public ComputerBuilder setTouchScreen(boolean touchScreen) {
        this.touchScreen = touchScreen;
        return this;
    }

    public ComputerBuilder setBluetoothMouse(boolean bluetoothMouse) {
        this.bluetoothMouse = bluetoothMouse;
        return this;
    }


    public ComputerBuilder setBluetoothKeyboard(boolean bluetoothKeyboard) {
        this.bluetoothKeyboard = bluetoothKeyboard;
        return this;
    }

    public Computer build() {
        return new Computer(this);
    }
}


// Main class to demonstrate the Builder Pattern
public class Main {
    public static void main(String[] args) {
        Computer myComputer = new Computer.ComputerBuilder()
            .setCPU("Intel i9")
            .setGPU("NVIDIA RTX 4090")
            .setInternalMemory(32)
            .setExternalMemory(1024)
            .setOS("Windows 11")
            .setTouchScreen(true)
            .setBluetoothMouse(true)
            .setBluetoothKeyboard(true)
            .build();

        System.out.println(myComputer);
    }
}

```

 Writing Main.java

```
!javac Main.java
!java Main
```

 Computer Configuration:

```

CPU: Intel i9
GPU: NVIDIA RTX 4090
Internal Memory: 32GB
External Memory: 1024GB
OS: Windows 11
Touch Screen: true
Bluetooth Mouse: true
Bluetooth Keyboard: true

```