



OBJECT ORIENTED DESIGN PATTERNS 2

EX-04

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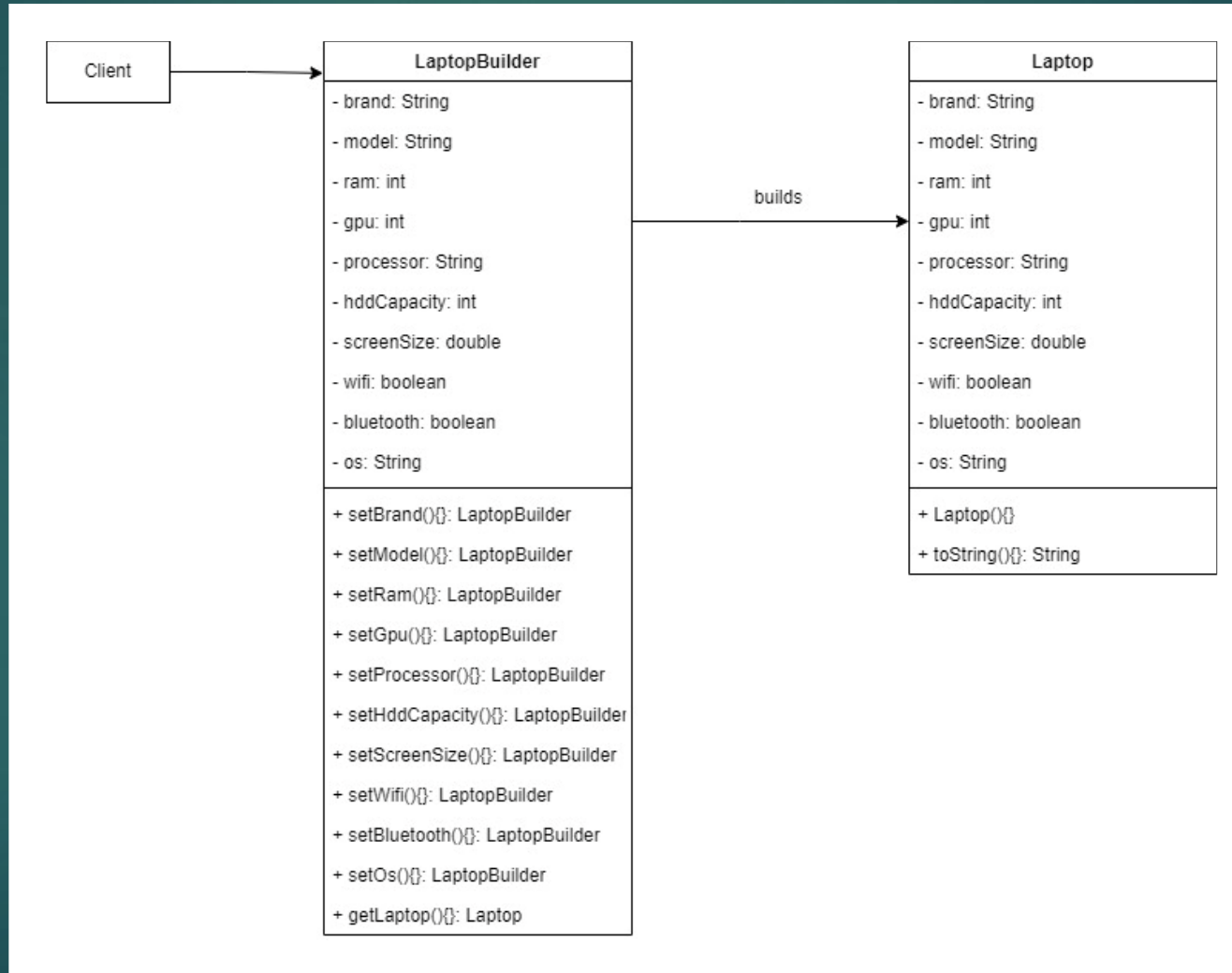
Builder Design Pattern

- ▶ Builder pattern aims to separate the construction of a complex object from its representation so that the same construction process can create different representations.
- ▶ It is used to construct a complex object step by step and the final step will return the object.
- ▶ It provides a flexible solution to various object creation problems in object-oriented programming.

Scenario

- ▶ Write a program to build two laptop objects including the features brand, model, RAM, GPU, processor, hard drive capacity, screen size, Wi-Fi, Bluetooth, and OS by using the builder design pattern.

UML Diagram





Let's go to see the Demo