

✓ 1. Builder Design Pattern – Simple Definition

Builder Pattern is used to create **complex objects step by step**. It separates the construction of an object from its representation, allowing the same construction process to create different representations.

🧠 Why Use It?

- When constructors have **too many parameters** (some optional).
- To avoid **telescoping constructors** like:

```
new Person("John", 25, "USA", null, null);
```

- Builder gives readable, flexible object construction.
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🚚 Real-Life Analogy

Imagine you're ordering a **custom burger**:

- Some people want only buns and patties.
- Others want cheese, lettuce, sauces, and extras.

A **burger builder** lets you pick components one by one, then build the final burger.

✓ 2. Java Implementation – Basic Builder

💻 Class: User

```
public class User {
    // Required parameters
    private final String username;
    private final String email;

    // Optional parameters
    private final String phone;
    private final String address;

    // Private constructor
    private User(Builder builder) {
        this.username = builder.username;
        this.email = builder.email;
        this.phone = builder.phone;
        this.address = builder.address;
    }

    // Static Inner Builder Class
    public static class Builder {
        private final String username;
        private final String email;
        private String phone;
```

```

    private String address;

    // Constructor for required fields
    public Builder(String username, String email) {
        this.username = username;
        this.email = email;
    }

    // Setters for optional fields (fluent style)
    public Builder phone(String phone) {
        this.phone = phone;
        return this;
    }

    public Builder address(String address) {
        this.address = address;
        return this;
    }

    // Final build method
    public User build() {
        return new User(this);
    }
}

// toString
@Override
public String toString() {
    return username + " | " + email + " | " + phone + " | " + address;
}
}

```

✓ Client Code

```

public class BuilderDemo {
    public static void main(String[] args) {
        User user1 = new User.Builder("john123", "john@example.com")
            .phone("1234567890")
            .address("New York")
            .build();

        User user2 = new User.Builder("alice456", "alice@example.com")
            .build();

        System.out.println(user1);
        System.out.println(user2);
    }
}

```

✓ 3. Why This is Recommended in Effective Java (Joshua Bloch)

- Avoids telescoping constructors.
- Cleaner than JavaBeans (which allow inconsistent state).
- Thread-safe because object is immutable.

- Encourages fluent and readable code.

✓ 4. Considerations for Builder Pattern

Concern	Recommendation
Too many parameters	Use Builder to clearly distinguish required vs optional parameters
Immutability	Make your object <code>final</code> and fields <code>private final</code>
Thread Safety	Immutable objects created via builder are naturally thread-safe
Validation	Add validation inside <code>build()</code> or constructor (<code>null checks</code> , etc.)
Cost	Slightly more verbose/extra class but worth the clarity
JavaBeans vs Builder	Builder avoids mutability and broken intermediate states

Builder Pattern vs Other Patterns

Pattern	Comparison with Builder
Factory	Focuses on which object to create
Abstract Factory	Creates families of objects
Prototype	Clones object state
Builder	Builds one complex object in multiple steps

✓ Summary of Key Points

- Use Builder when:
 - Object has **many optional parameters**
 - You want **immutable objects**
 - You want **fluent and readable** object construction
 - **Static Inner Class Builder** (as per *Effective Java*) is:
 - Thread-safe
 - Clean separation of required and optional params
 - The **most idiomatic** way in modern Java
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