Builder is a creational design pattern that lets you construct complex objects step by step. The pattern allows you to produce different types and representations of an object using the same construction code.

A screenshot of a computer

Description automatically generated

he Builder pattern suggests that you extract the object construction code out of its own class and move it to separate

objects called builders.

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Director You can go further and extract a series of calls to the builder steps you use to construct a product into a separate class called director.

The director class defines the order in which to execute the building steps, while the builder provides the implementation for those steps

