**Exercise 3: Implementing the Builder Pattern**

**Code:**

class Computer {

private String cpu;

private String ram;

private String storage;

private Computer(Builder builder) {

this.cpu = builder.cpu;

this.ram = builder.ram;

this.storage = builder.storage;

}

public static class Builder {

private String cpu;

private String ram;

private String storage;

public Builder setCPU(String cpu) {

this.cpu = cpu;

return this;

}

public Builder setRAM(String ram) {

this.ram = ram;

return this;

}

public Builder setStorage(String storage) {

this.storage = storage;

return this;

}

public Computer build() {

return new Computer(this);

}

}

public void specs() {

System.out.println("Computer specs: CPU=" + cpu + ", RAM=" + ram + ", Storage=" + storage);

}

}

public class BuilderPatternExample {

public static void main(String[] args) {

Computer gamingPC = new Computer.Builder()

.setCPU("Intel i9")

.setRAM("32GB")

.setStorage("1TB SSD")

.build();

Computer officePC = new Computer.Builder()

.setCPU("Intel i5")

.setRAM("16GB")

.build();

gamingPC.specs();

officePC.specs();

}

}

**Output:**

