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**Exercise 3: Implementing the Builder Pattern**

Scenario:

You are developing a system to create complex objects such as a computer with multiple optional parts. Use the Builder Pattern to manage the construction process.

Steps:

1. Create a New Java Project:

o Create a new Java project named BuilderPatternExample.

2. Define a Product Class:

o Create a class Computer with attributes like CPU, RAM, Storage, etc.

3. Implement the Builder Class:

o Create a static nested Builder class inside Computer with methods to set each attribute.

o Provide a build() method in the Builder class that returns an instance of Computer.

4. Implement the Builder Pattern:

o Ensure that the Computer class has a private constructor that takes the Builder as a parameter.

5. Test the Builder Implementation:

o Create a test class to demonstrate the creation of different configurations of Computer using the Builder pattern.  
