**IMPLEMENTING THE BUILDER PATTERN:**

1. **Creating a New Java Project**
   * A new Java project named BuilderPatternExample was set up.
2. **Defining a Product Class**
   * A class named Computer was created with attributes like CPU, RAM, and Storage to represent the various components.
3. **Implementing the Builder Class**
   * A static nested Builder class was developed within the Computer class, featuring methods to set each attribute.
   * A build() method was provided in the Builder class to return an instance of Computer.
4. **Implementing the Builder Pattern**
   * The Computer class was equipped with a private constructor that accepts the Builder as a parameter, ensuring the construction process is managed through the builder.
5. **Testing the Builder Implementation**
   * A test class was created to demonstrate how different configurations of a Computer can be constructed using the Builder pattern, highlighting its flexibility in creating complex objects.
6. Output

