Implementing the Builder Pattern

1. Create a New Java Project:

* A new Java project named “BuilderPatternExample” was created.

1. Define a Product Class:

* A class “Computer” with attributes like “CPU”, “RAM”, “Storage” was created.

1. Implement the Builder Class:

* A static nested Builder class inside Computer with methods to set each attribute was created.
* A build() method in the Builder class that returns an instance of Computer was provided.

1. Implement the Builder Pattern:

* The Computer class has a private constructor that takes the Builder as a parameter.

1. Test the Builder Implementation:

* A test class to demonstrate the creation of different configurations of Computer using the Builder pattern was created.