

# Module 03: "Builder"



**TEKNOLOGISK**  
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# Agenda

- ▶ Introductory Example: Creating Pizzas
- ▶ Challenges
- ▶ Implementing the Builder Pattern
- ▶ Pattern: Builder
- ▶ Overview of Builder Pattern
- ▶ Fluent APIs

# Introductory Example: Creating Pizzas

```
class Pizza
{
    public CrustKind Crust { get; set; }
    public bool HasSauce { get; set; }
    public IEnumerable<ToppingKind> Toppings { get; set; }
    public CheeseKind? Cheese { get; set; }
    public bool Oregano { get; set; }
}
```

```
Pizza hawaii = new Pizza
{
    Crust = CrustKind.Classic, HasSauce = true, Oregano = true,
    Cheese = CheeseKind.Regular,
    Toppings = new List<ToppingKind>
        { ToppingKind.Ham, ToppingKind.Pineapple }
};
```

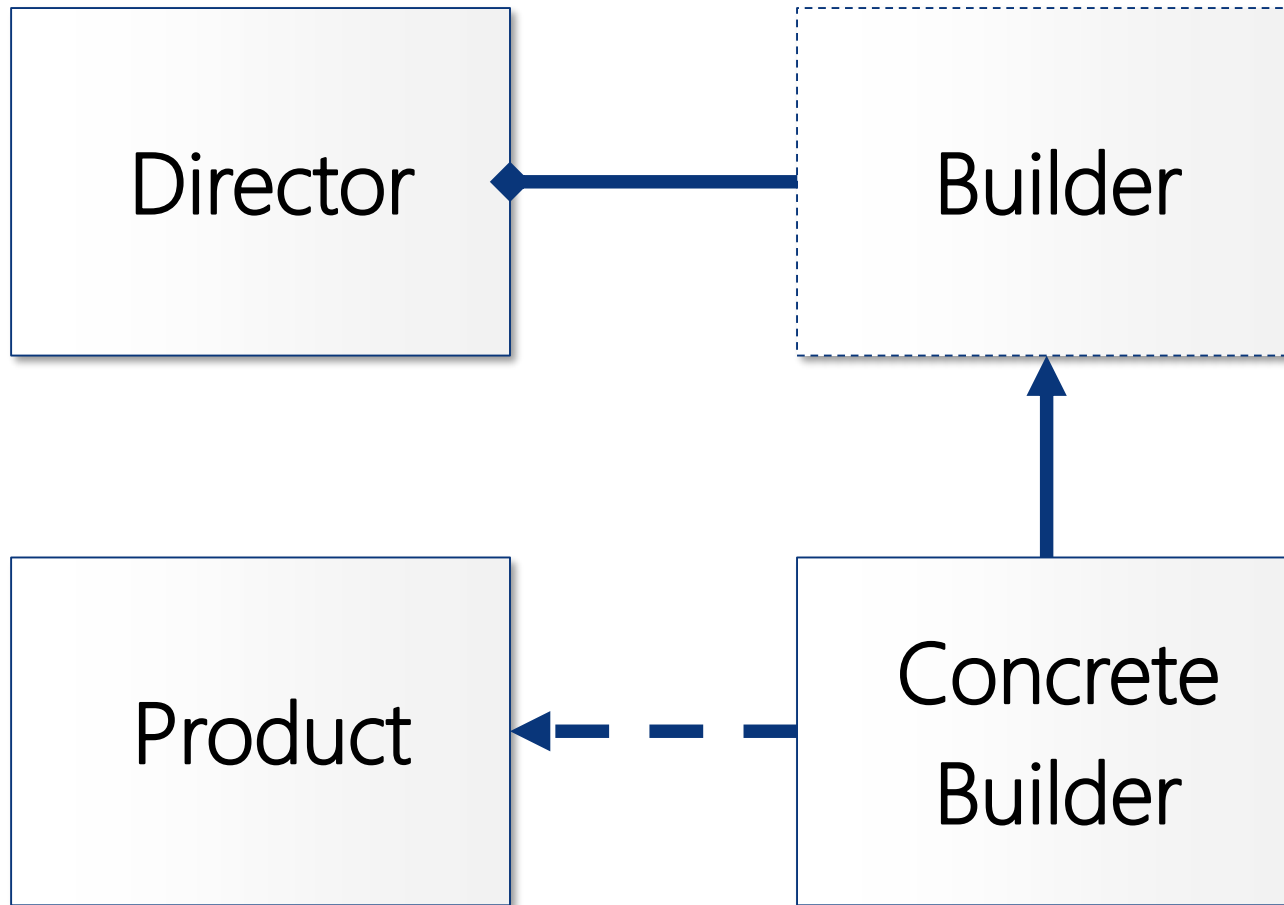
# Challenges

- ▶ Need to create the same configuration of object whenever needed
- ▶ Might end up with partially-defined objects
- ▶ Cannot define sequencing constraints

# Pattern: Builder

- ▶ *Separate the construction of a complex object from its representation so that the same construction process can create different representations.*
- ▶ Outline
  - Construct complex objects in individual, reusable steps in the correct order.
  - Separate data from construction logic
    - reuse the construction logic
  - Construction data is handled by the Builder
  - Construction logic is handled by a Director
- ▶ Origin: Gang of Four

# Overview of Builder Pattern



# Overview of Builder Pattern

- ▶ Director
  - Knows the steps and the sequencing of the construction process
  - Just needs the concrete data pieces
- ▶ Builder
  - Abstract class or interface
  - Knows the data pieces
  - Keeps the Product
- ▶ Concrete Builder
  - Concrete class implementing the general Builder specification
  - Knows the concrete data pieces for a specific variation of object
- ▶ Product
  - Composite or complex objects
  - A single type of Product
    - but the data of the product object varies

# Fluent APIs

- ▶ Fluent APIs configure the Builder instances in a “fluent” fashion
  - Flows like natural, spoken language
  - See Lab 03.1

```
FluentPizzaBuilder builder = new FluentPizzaBuilder();  
Pizza hawaii = builder  
    .Begin()  
    .WithCrust(CrustKind.Classic)  
    .Sauce  
    .AddTopping(ToppingKind.Ham)  
    .AddTopping(ToppingKind.Pineapple)  
    .AddCheese()  
    .Oregano  
    .Build();
```





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