

Builder Design Pattern

I got clarity why
builder design pattern
is used.

Earlier I used to think why
not just pass null args to
places where field value is
not given.

```
class ItemSolutionWithDate {
    ItemSolution itemSolution;
    ENDDetails endDetails;
    ;
}
```

When I was working
on it on V4, I understood,
how complicated, it was
and how builder design
pattern helps in the PR not
getting too long.

```
class Car {
```

```
    private String engine;
    private int wheels;
    private int seats;
    private boolean isManual;
```

Notice how only getters are here.

```
    public String getEngine() {
```

```
        return engine;
```

```
    }
```

```
    public int getWheels() {
```

```
        return wheels;
```

```
    }
```

```
    public int getSeats() {
```

```
        return seats;
```

```
    }
```

```
    public boolean getIsManual() {
```

```
        return isManual;
```

```
    }
```

```
private Car (CarBuilder carBuilder) {
    this.engine = carBuilder.engine;
    this.wheels = carBuilder.wheels;
    this.seats = carBuilder.seats;
    this.isManual = carBuilder.isManual;
    ;
}
```

Private
Constructor,

Static Inner class
instantiation we
learned in

Static class CarBuilder { Bill Pugh's
method

```
    private String engine;
```

```
    private int wheels;
```

```
    private int seats;
```

```
    private boolean isManual;
```

```
    public CarBuilder setEngine(String engine) {
```

```
        this.engine = engine;
```

```
        return this;
```

```
    }
```

```
    public CarBuilder setWheels(int wheels) {
```

```
        this.wheels = wheels;
```

```
        return this;
```

```
    }
```

```
    public CarBuilder setSeats(int seats) {
```

```
        this.seats = seats;
```

```
        return this;
```

```
    }
```

```
    public CarBuilder setManual(...) {
        this.isManual = isManual;
        return this;
    }
```

Final Build.

```
    public Car build() {
        return new Car(this);
    }
```

Builder Design Pattern

Call from Main Method.

```
Car car = new Car.Builder().setEngine("V6").setWheels(4).setSeats(4).build();
```

→ Normal new
Key word initialization.

OR

```
Car car = (Car) Car.Builder.setEngine("V6").setWheels(4).setSeats(4).build();
```

→ Static class,
method is called
so JVM internally
initializes it.

```
private Car (CarBuilder carbuilder) {
    this.engine = carbuilder.engine;
    this.wheels = carbuilder.wheels;
    this.seats = carbuilder.seats;
    this.isManual = carbuilder.isManual;
    // ...
}
```

✓ Imp
Private
Constructor,

Static Inner class
instantiation we
don't in
Bill Pugh's
method

```
static class CarBuilder {
    private String engine;
    private int wheels;
    private int seats;
    private boolean isManual;
}
```

```
public CarBuilder setManual(boolean isManual) {
    this.isManual = isManual;
    return this;
}
```

```
public CarBuilder setEngine(String engine) {
    this.engine = engine;
    return this;
}
```

Final Build.
public Car build() {
 return new Car(this);
}

```
public CarBuilder setWheels(int wheels) {
    this.wheels = wheels;
    return this;
}
```

```
public CarBuilder setSeats(int seats) {
    this.seats = seats;
    return this;
}
```