public class Computer {

// Required parameters

private String CPU;

private String RAM;

// Optional parameters

private String storage;

private String graphicsCard;

private String powerSupply;

private String motherboard;

// Private constructor

private Computer(Builder builder) {

this.CPU = builder.CPU;

this.RAM = builder.RAM;

this.storage = builder.storage;

this.graphicsCard = builder.graphicsCard;

this.powerSupply = builder.powerSupply;

this.motherboard = builder.motherboard;

}

// Getters for the attributes

public String getCPU() {

return CPU;

}

public String getRAM() {

return RAM;

}

public String getStorage() {

return storage;

}

public String getGraphicsCard() {

return graphicsCard;

}

public String getPowerSupply() {

return powerSupply;

}

public String getMotherboard() {

return motherboard;

}

@Override

public String toString() {

return "Computer [CPU=" + CPU + ", RAM=" + RAM + ", storage=" + storage

+ ", graphicsCard=" + graphicsCard + ", powerSupply=" + powerSupply

+ ", motherboard=" + motherboard + "]";

}

}