3. Because each Builder constructs the final product step by step, depending on the data, you have more control over each final product that a Builder constructs.

A Builder pattern is somewhat like an Abstract Factory pattern in that both return classes made up of a number of methods and objects. The main difference is that while the Abstract Factory returns a family of related classes, the Builder constructs a complex object step by step depending on the data presented to it.

Thought Questions

1. Some word processing and graphics programs construct menus dynamically based on the context of the data being displayed. How could you use a Builder effectively here?

2. Not all Builders must construct visual objects. For the personal finance industry, what could you construct using a Builder? Suppose that you are scoring a track meet made up of five to six different events. How can you use a Builder in such a situation?

Programs on the CD-ROM

Program	Description
`\Builder\wealthBuilder.java`	Constructs the last box and check box multiple choice panels discussed in this chapter.