

Generator

```
def simple_fun():  
    for i in range(3):  
        yield i
```

i → 0  
→ 1  
→ 2

State will be saved

i = 1

```
gen_obj = simple_fun()  
next(gen_obj) // 0  
next(gen_obj) // 1  
next(gen_obj) // 2  
next(gen_obj)
```

range(0, 3)  
//  
range(3)



The for loop is also implemented  
using generators internally.

infinite number generating  
machine

State can be saved.