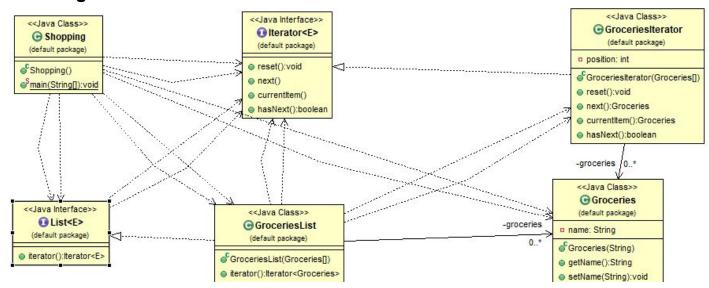
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UML Diagram:



Iterator Interface and 1 implement:

```
public interface Iterator<E> {
       void reset();
       E next();
       E currentItem();
       boolean hasNext(); }
public class GroceriesIterator implements Iterator<Groceries> {
       private Groceries[] groceries;
       private int position;
       public GroceriesIterator(Groceries[] topics)
       this.groceries = topics;
       position = 0;
       }
       @Override
       public void reset() {
       position = 0;
       }
       @Override
       public Groceries next() {
       return groceries[position++];
       }
       @Override
       public Groceries currentItem() {
       return groceries[position];
       }
       @Override
       public boolean hasNext() {
       if(position >= groceries.length)
       return false;
       return true;
```

```
}
```

List Interface and 1 implement:

Groceries Class:

```
public class Groceries {
  private String name;

    public Groceries(String name) {
        super();
        this.name = name;
    }

    public String getName() {
        return name;
    }

    public void setName(String name) {
        this.name = name;
    }
}
```

}

}

```
Test And Compile Shopping Class:

public class Shopping
{

   public static void main(String[] args)
   {

     Groceries[] groceries = new Groceries[5];
     groceries[0] = new Groceries("fruit");
     groceries[1] = new Groceries("vegetables");
     groceries[2] = new Groceries("beverages");
     groceries[3] = new Groceries("fish");
     groceries[4] = new Groceries("hygiene");

     List<Groceries> list = new GroceriesList(groceries);

     Iterator<Groceries> iterator = list.iterator();

     while(iterator.hasNext()) {
        Groceries currentTopic = iterator.next();
        System.out.println(currentTopic.getName());
     }
    }
```

Working Code:

