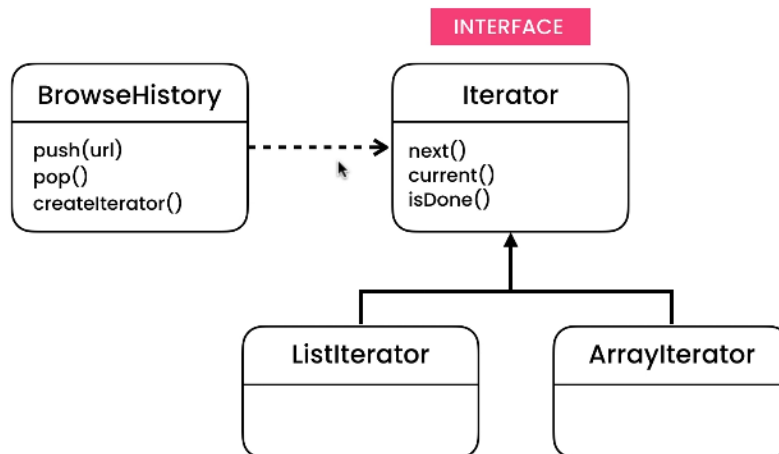


Iterator Design Pattern

This pattern is used when there is a need to traverse elements of a collection without depending on its underlying representation.

Class Diagrams



Explanation

Consider a web browser, it has the concept of history. We must have the ability to traverse URLs. the **BrowseHistory** class was created to save the URLs with the help of push and pop methods. methods in the **Iterator** interface are needed to remove dependency between the main code and the **BrowseHistory** class, so they are used instead of using the push and pop directly. These three methods can't place in the **BrowseHistory** class because of the single responsibility principle. The implementations of the **Iterator** methods are in the **ListIterator** and **ArrayIterator** classes. If the data structure for saving URLs in the **BrowseHistory** class is a list, then we create **ListIterator** class and if it is an array, we create **ArrayIterator**. In this implementation, if the data structure of saved URLs in **BrowseHistory** class changes from list to array, just adding **ArrayIterator** class is needed, and that works instead of **ListIterator** class. in this way, the changes will not cascade in the main code.

- **ListIterator** or **ArrayIterator** are implemented in **BrowseHistory** class to access its private fields.