Pre-CS2 IEnumerable, IEnumerator

using System;

using System.Collections;

//Pre-CS2 IEnumerable, IEnumerator

class Enumerators : IEnumerable, IEnumerator

{

//dynamic Dyn = new dynamic[] { 0, true, "two", null, DateTime.Now };

dynamic[] Dyn = { 0, true, "two", null, DateTime.Now };

int Index = -1;

public IEnumerator GetEnumerator()

{

return this;

}

public bool MoveNext()

{

if (Index == Dyn.Length - 1)

{

Reset();

return false;

}

Index++;

return true;

}

public object Current

{

get

{

return Dyn[Index];

}

}

public void Reset()

{

Index = -1;

}

}

class MainApp

{

static void Main()

{

Enumerators Enumtr = new Enumerators();

foreach (dynamic d in Enumtr)

{

Console.Write(d + " ");

}

Console.WriteLine();

//Note

string s = "Hello World!"; // The String class implements IEnumerable

foreach (char c in s)

{

Console.Write(c + ".");

}

Console.WriteLine();

//Also

IEnumerator IEnumtr = s.GetEnumerator();

while (IEnumtr.MoveNext())

{

char c = (char)IEnumtr.Current;

Console.Write(c + " ");

}

Console.WriteLine();

Console.ReadKey();

}

}

/\*

IEnumerable: Exposes the enumerator, which supports a simple iteration over a non-generic collection.

public interface IEnumerator

{

bool MoveNext();

object Current { get; }

void Reset();

}

IEnumerable: Supports a simple iteration over a non-generic collection.

public interface IEnumerable

{

IEnumerator GetEnumerator();

}

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0 True two 8/31/2012 12:00:44 AM

H.e.l.l.o. .W.o.r.l.d.!.

H e l l o W o r l d !

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