Ite bator Design Pattern a Behavioral Design Pattern, provides a way element of a Collection without enquiring the representation of Collection. <del>-></del> 分か to access underlying -> UML (allution of Dato) Herator < Interface)

+ has Neut (): boo!

+ neut(): T Aggrégate «Interface) theutli; T + (xeate Sterator(): Sterator<T) is-a Concrete Sterator Concrete Aggrégate Collection: Collection<7) position: Ent - Hems: List LT) (Lecter)) + has Neutli: bool theut (): T + Create Sterator (1: Sterator <T> # There can be multiple Concrete Herator. Jupl of Collections depending upon Multiple