Team-based Project: Release # 3

Design pattern-Iterator Pattern for Menu items

User selects menu (choice 0), iterator gives access to elements of a collective object in a sequence. This, without revealing the core structure and implementation of this object. It can be used to display different menu items in the array.

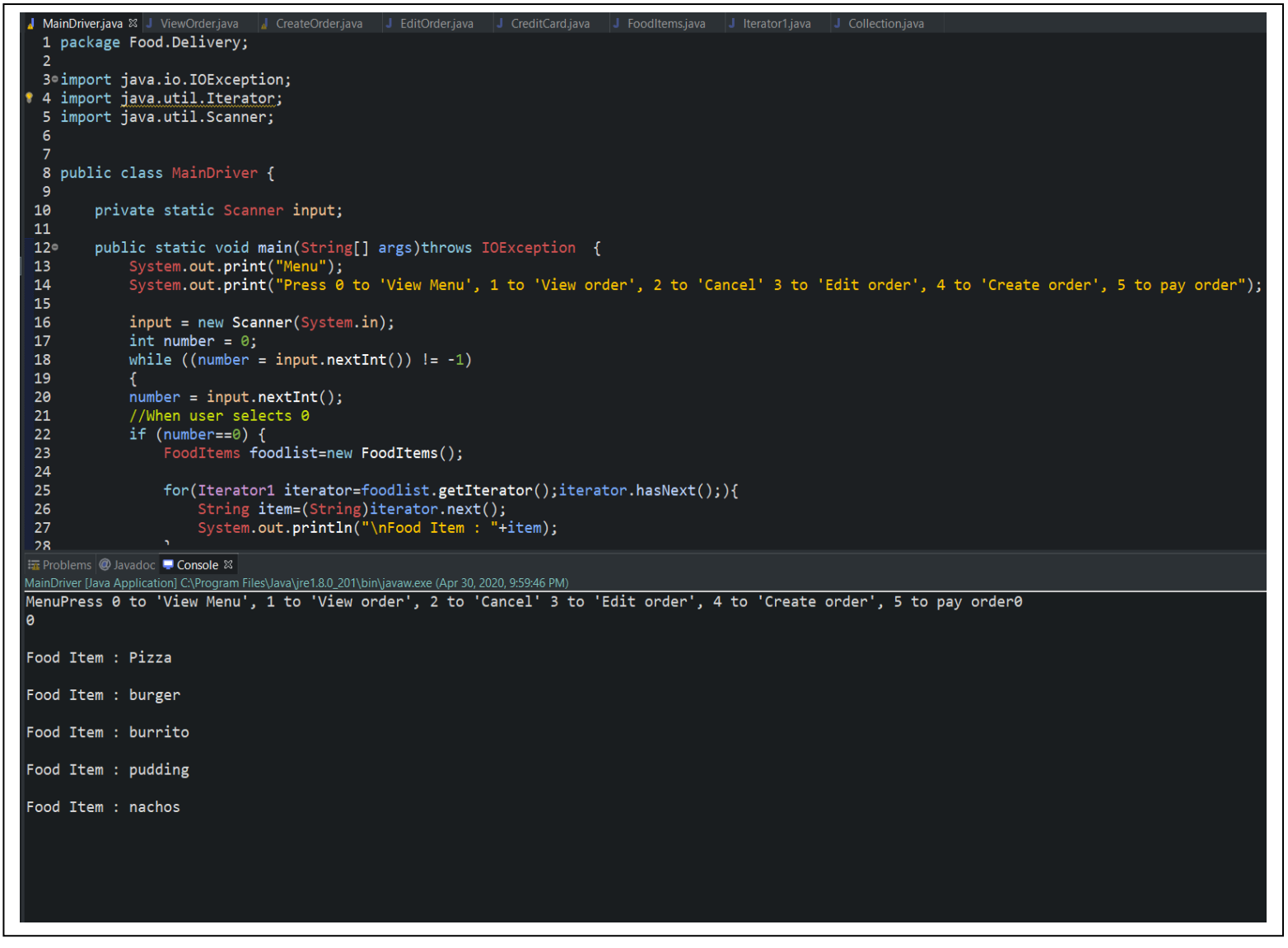
Location in code:

The iterator pattern is executed in the "MainDriver.java" file--> (Line 23 – 27) (First picture)

The iterator interface can be found under "interator1.java".

The container interface is located at "Collection.java".

The implementation of collection interface and class for "FoodItems" can be seen at "FoodItems.java". (Second picture)



MainDriver.java | ViewOrder.java | CreateOrder.java | EditOrder.java | CreditCard.java | *FoodItems.java | Iterator1.java | Collection.java

```java
package Food.Delivery;

//The implementation of Collection interface; create Fooditems class
public class FoodItems implements Collection{
    public String items[]={"Pizza", "burger", "burrito", "pudding", "nachos"};

    public Iterator1 getIterator(){
        return new FoodItemIterator();
    }


    private class FoodItemIterator implements Iterator1 {
        int j;

        public boolean hasNext(){
            if(j<items.length){
                return true;
            }
            return false;
        }

        public Object next(){
            if(this.hasNext()){
                return items[j++];
            }
            return 0;
        }
    }

```