

Python

iterators

Class IX

Lab 12

**Lab Objectives:**

* Iterator
* Iteration
* Loop through iterator
* Stop iteration

Python Iterators

An iterator is an object that contains a countable number of values.

An iterator is an object that can be iterated upon, meaning that you can traverse through all the values.

Technically, in Python, an iterator is an object which implements the iterator protocol, which consist of the methods \_\_iter\_\_() and \_\_next\_\_().

Iterator vs Iterable

Lists, tuples, dictionaries, and sets are all iterable objects. They are iterable containers which you can get an iterator from.

All these objects have a iter() method which is used to get an iterator:

### **Example**

Return a iterator from a tuple, and print each value:

|  |
| --- |
| *mytuple = ("apple", "banana", "cherry")*  *myit = iter(mytuple)*  *print(next(myit))*  *print(next(myit))*  *print(next(myit))* |

|  |
| --- |
| apple banana cherry |

Even strings are iterable objects, and can return an iterator:

Example

Strings are also iterable objects, containing a sequence of characters:

|  |
| --- |
| *mystr = "banana"*  *myit = iter(mystr)*  *print(next(myit))*  *print(next(myit))*  *print(next(myit))*  *print(next(myit))*  *print(next(myit))*  *print(next(myit))* |

|  |
| --- |
| b a n a n a |

Looping Through an Iterator

We can also use a for loop to iterate through an iterable object:

Example

Iterate the values of a tuple:

|  |
| --- |
| *mytuple = ("apple", "banana", "cherry")*  *for x in mytuple:*  *print(x)* |

|  |
| --- |
| apple banana cherry |

### **Example**

Iterate the characters of a string:

|  |
| --- |
| mystr = "banana"  for x in mystr:  print(x) |

|  |
| --- |
| *b a n a n a* |

The for loop actually creates in iterator object and executes the next() method for each loop.

Create an Iterator

To create an object/class as an iterator you have to implement the methods \_\_iter\_\_() and \_\_next\_\_() to your object.

As you have learned in the Python Classes/Objects chapter, all classes have a function called \_\_init\_\_(), which allows you do some initializing when the object is being created.

The \_\_iter\_\_() method acts similar, you can do operations (initializing etc.), but must always return the iterator object itself.

The \_\_next\_\_() method also allows you to do operations, and must return the next item in the sequence.

### **Example**

Create an iterator that returns numbers, starting with 1, and each sequence will increase by one (returning 1,2,3,4,5 etc.):

|  |
| --- |
| *class MyNumbers:*  *def \_\_iter\_\_(self):*  *self.a = 1*  *return self*  *def \_\_next\_\_(self):*  *x = self.a*  *self.a += 1*  *return x*  *myclass = MyNumbers()*  *myiter = iter(myclass)*  *print(next(myiter))*  *print(next(myiter))*  *print(next(myiter))*  *print(next(myiter))*  *print(next(myiter))* |

|  |
| --- |
| 1 2 3 4 5 |

StopIteration

The example above would continue forever if you had enough next() statements, or if it was used in a for loop.

To prevent the iteration to go on forever, we can use the StopIteration statement.

In the \_\_next\_\_() method, we can add a terminating condition to raise an error if the iteration is done a specified number of times:

### **Example**

Stop after 20 iterations:

|  |
| --- |
| *class MyNumbers:*  *def \_\_iter\_\_(self):*  *self.a = 1*  *return self*  *def \_\_next\_\_(self):*  *if self.a <= 20:*  *x = self.a*  *self.a += 1*  *return x*  *else:*  *raise StopIteration*  *myclass = MyNumbers()*  *myiter = iter(myclass)*  *for x in myiter:*  *print(x)* |

|  |
| --- |
| *1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17  18 19 20* |