Behavioral Pattern Implementation
Iterator Pattern

A java implementation of iterator design pattern has been done to access sequentially the sub categories from an entered category without exposing its underlying representation.

Classes Implemented:

1. App (main() class)
2. ElectronicsSubCat
3. FurnitureSubCat
4. PetSupplySubCat
5. SportsSubCat

Interfaces:

1. Iterator
2. Container

When the App.java file is run, the user is asked to enter from the values 1, 2, 3 or 4 for the corresponding categories. As the value of the category is entered, a list of available sub categories under that category is displayed.

Steps to compile and run the code:

1. javac App.java
2. java App

Output Screenshot: