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
- 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.

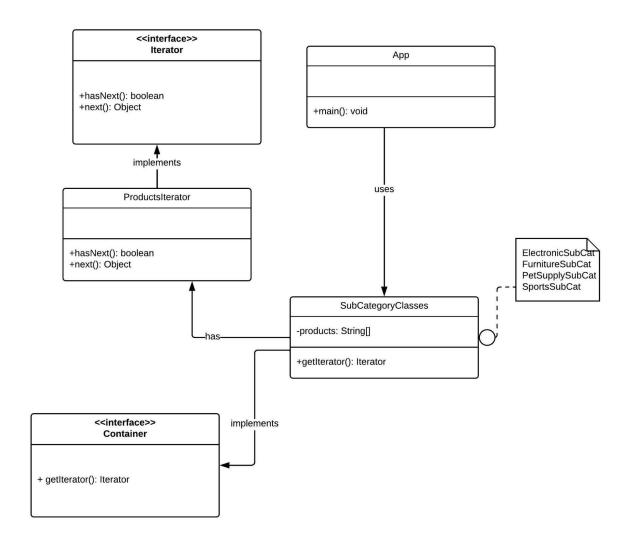
Steps to compile and run the code:

- 1. javac App.java
- 2. java App

Output Screenshot:

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Class Diagram - Iterator Pattern:



Sequence Diagram - Iterator Pattern:

