__const_asc_iterator.hpp

```
#ifndef __CONST_ASC_ITERATOR_HPP__
 1
 2
    #define __CONST_ASC_ITERATOR_HPP__
 3
   #include "franklist.h"
 4
 5
 6
    using namespace vhuk;
 7
 8
    template <typename T>
 9
    FrankList<T>::const_asc_iterator::const_asc_iterator(const base_iterator& rhv)
10
        : base_iterator(rhv.ptr){}
11
12
13
    template <typename T>
    FrankList<T>::const_asc_iterator::const_asc_iterator(base_iterator&& rhv)
14
15
16
        : base_iterator(rhv.ptr){}
17
18
19
   template <typename T>
20
    const typename FrankList<T>::const_asc_iterator& FrankList<T>
    ::const_asc_iterator::operator=(const base_iterator& rhv)
21
22
        return (*this = std::move(rhv));
23
   }
24
25
   template <typename T>
    const typename FrankList<T>::const_asc_iterator& FrankList<T>
26
    ::const_asc_iterator::operator=(base_iterator&& rhv)
27
    {
28
        if (this \neq &rhv)
29
            this→ptr = rhv.ptr;
30
        return (*this);
    }
31
32
33
   template <typename T>
34
    typename FrankList<T>::const_reference FrankList<T>::const_asc_iterator::operator*
    () const
35
    {
        return (this→ptr→val);
36
37
    }
38
39
   template <typename T>
40
   typename FrankList<T>::const_pointer FrankList<T>::const_asc_iterator::operator→()
    const
41
    {
42
        return &(this→ptr→val);
43
    }
44
45
    template <typename T>
46
    const typename FrankList<T>::const_asc_iterator& FrankList<T>
    ::const_asc_iterator::operator++()
   {
47
48
        this→ptr = this→ptr→asc;
49
        return (*this);
50
    }
51
52
   template <typename T>
53
    const typename FrankList<T>::const_asc_iterator FrankList<T>
```

const typename FrankList<T>::const_asc_iterator FrankList<T>
::const_asc_iterator::operator--(value_type)

FrankList<T>::const_asc_iterator::const_asc_iterator(Node* ptr)

this→ptr = this→ptr→desc;

FrankList::Node* tmp = this→ptr;

return (base_iterator(tmp));

#endif // __CONST_ASC_ITERATOR_HPP__

: base_iterator(ptr){}

return (*this);

template <typename T>

++(*this);

template <typename T>

65

66

70

71 72

73 74

75

80

81 82

83 84 85

86

67 } 68 69 **t**