```c
struct dynArrIterator {
  struct dynArray *dy;
  int currentIndex;
}

void dynArrIteratorInit (struct dyArray *dy, struct dynArrIterator *itr) {
  itr->dy = dy;
  itr->current Index= 0;
}

int dynArrIteratorHasNext (struct dynArrIterator *itr) {
  return itr->currentIndex < itr->dy->size;
}

TYPE dynArrIteratorNext (struct dynArrIterator *itr) {
  return itr->dy->data[itr->currentIndex++]; /* Increments After access*/
}

void dynArrIteratorRemove (struct dynArrIterator *itr) {
  itr->currentIndex = itr->currentIndex – 1; /* back up one position */
  dynArrRemoveat(itr->dy, itr->currentIndex); /* remove it, now pointing to next val */
}
```