

Iterators and the iterator protocol



◆ What is an Iterator?

An **iterator** is an object that allows you to **iterate (loop)** over a collection (like arrays, strings, maps, etc.) **one item at a time**.

An object becomes an **iterator** when it has a method named `next()` that returns an object with:

```
{ value: <data>, done: <true/false> }
```

◆ Iterator Protocol

To conform to the **iterator protocol**, an object must have a `next()` method that returns:

Property	Meaning
<code>value</code>	The current value being iterated
<code>done</code>	<code>true</code> if the iteration is complete, <code>false</code> otherwise

✓ Example: Manual Iterator

```
function createIterator(array) {
  let index = 0;
  return {
    next: function () {
      if (index < array.length) {
        return { value: array[index++], done: false };
      }
    }
  };
}
```

```

    } else {
      return { value: undefined, done: true };
    }
  };
};

const it = createlterminator(['a', 'b', 'c']);

console.log(it.next()); // { value: 'a', done: false }
console.log(it.next()); // { value: 'b', done: false }
console.log(it.next()); // { value: 'c', done: false }
console.log(it.next()); // { value: undefined, done: true }

```

Iterable Protocol

An object is **iterable** if it implements the `[Symbol.iterator]()` method, which returns an iterator.

Built-in Iterables:

- Arrays
- Strings
- Maps
- Sets
- TypedArrays
- NodeLists
- Arguments

◆ Example: Array Iterator

```

const arr = ['x', 'y', 'z'];
const iterator = arr[Symbol.iterator]();

```

```
console.log(iterator.next()); // { value: 'x', done: false }
console.log(iterator.next()); // { value: 'y', done: false }
console.log(iterator.next()); // { value: 'z', done: false }
console.log(iterator.next()); // { value: undefined, done: true }
```

⌚ for...of Loop (Uses Iterator Internally)

```
const str = "Abhi";
for (let char of str) {
  console.log(char); // A b h i
}
```

The `for...of` loop automatically calls the `[Symbol.iterator]()` method and then repeatedly calls `next()`.

💻 Custom Iterable Object

You can make your object iterable by defining `[Symbol.iterator]()`:

```
const customIterable = {
  data: [10, 20, 30],
  [Symbol.iterator]() {
    let index = 0;
    return {
      next: () => {
        if (index < this.data.length) {
          return { value: this.data[index++], done: false };
        } else {
          return { done: true };
        }
      }
    };
  }
}
```

```
};

for (let num of customIterable) {
  console.log(num); // 10 20 30
}
```

📌 Summary Table

Concept	Description
Iterator	Object with <code>next()</code> method
<code>next()</code> return	{ value: ..., done: true/false }
Iterable	Object with <code>[Symbol.iterator]()</code> method
Built-in iterables	Array, String, Set, Map, etc.
<code>for...of</code> loop	Automatically uses iterator protocol
Custom iterable	Define <code>[Symbol.iterator]()</code> manually

Would you like an example using `Set`, `Map`, or how iterators work with **Generators** next?