## Making class Stack "iterable"

Here is class Stack, with its method bodies elided because we do not have to look at them. The constructor and methods push(), pop(), and size() are there. Method iterator() is there. To the right is inner class StackIterator, with its constructor and methods hasNext() and next().

```
/** An instance is a stack */
                                                       /** An instance: iterator over stack, top to bottom. */
public class Stack<E> {
                                                       private class StackIterator<E>
   private E[] b; // stack values are b[0..h-1],
                                                                                  implements Iterator<E> {
   private int h; // with b[h-1] at the top
                                                          int n; // b[n] is next element to enumerate
                                                          // (n == -1 means no more to enumerate)
   /** Constructor: stack of ≤ m values */
                                                       /** Constructor: iterator over stack, top to bottom. */
   public Stack(int m) {...}
                                                       public StackIterator() {...}
   /** Push e onto the stack. if no room,
     * throw RuntimeException("no space") */
                                                       /** = there is another element to enumerate */
   public void push(E e) {...}
                                                       public @Override boolean hasNext() {...}
   /** Pop and return top stack value. Throw
                                                       /** Return next element to enumerate. Throw
     * EmptyStackException if stack empty. */
                                                         * NoSuchElementException if no next element. */
  public E pop() {...}
                                                       public @Override E next() {...}
   /** = size of the stack */
   public int size() {...}
   /** = an Iterator over stack, top to bottom. */
   public Iterator<E> iterator() {...}
```

Let's look at the API documentation for interface java.lang.Iterable. To find it, google "java 11 iterable" or use this URL: docs.oracle.com/en/java/javase/11/docs/api/java.base/java/lang/Iterable.html.

The description of this interface says:

```
public interface Iterable<T>
Implementing this interface allows an object to be the target of the "for-each loop" statement. See For-each Loop
```

So, we change the header of class Stack to implement Iterable:

```
public class Stack<E> implements Iterable<E> {
```

Looking further down in the API documentation, we see that implementing this interface requires declaring method iterator():

```
/** Return an iterator over elements of type T */
public abstract Iterator<T> iterator()
```

But we have already written this method! Therefore, simply by saying that this class implements Iterable<E>, we have made it possible to use a *foreach* loop to enumerate the stack elements.

For example, we can write code to create and save a new Stack object, push three strings onto it, and use a foreach loop to print the stack elements from top to bottom.

```
Stack<String> st= new Stack<String>(50);
st.push("10"); st.push("6"); st.push("8");
for (String s: st) {
    System.out.println(s);
}
```

Executing this code will produce three lines containing the integers 8, 6, and 10.

Java 7 version of interface Iterable has only method iterator(). Java 8 and later versions has two other default methods, which we do not discuss and do not use.