Iterator

# Introduction

The point of this assignment was to implement a remote tv controller application using the “Iterator” pattern. A remote tv channel can change channels by either pressing “previous” or “next”. The user doesn’t know the channel number but sees the content.

# Implementation

The program is composed of two interfaces :

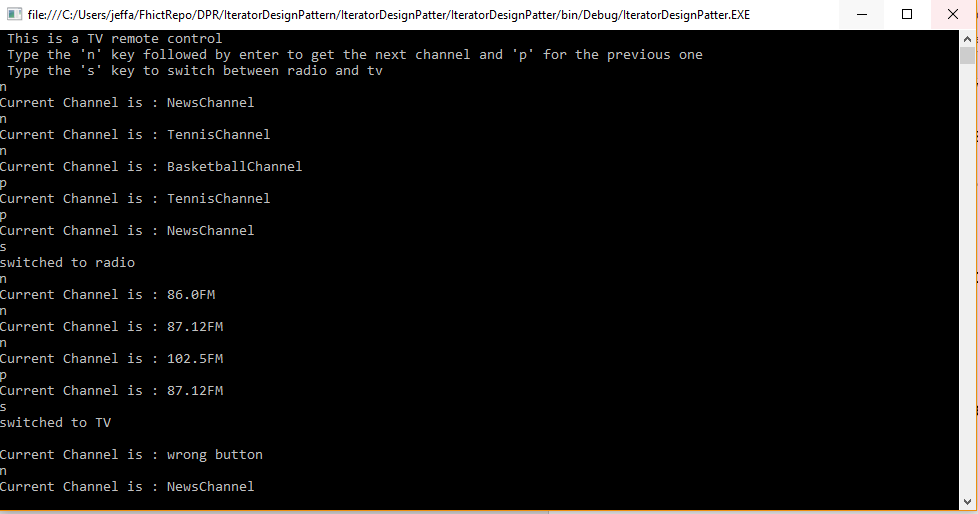
* “IChannelFrequencies” which defines methods for creating an Iterator object “ChannelSelector”
* “IChannelIterator” which defines methods for accessing and traversing elements

And two concrete classes:

* “TunedChannel” which is the concrete “IChannelFrequencies” object, the real collection is inside it.
* “ChannelSelector” which is the concrete “IChannelIterator” object, this will implement the Iterator interface and keep track of the current position in the traversal of the aggregate object.

# User Interface

It is a console application; the instructions are as followed:



* Reusability
  + The content is easily changeable as it is in a class. Like TunedChannel or RadioChannel
* Extensibility
  + Adding content is done by creating a new class implementing ChannelFrequencies which makes it simple.
* Maintainability
  + The code is modular which mean that it will be easily debuggable.

# UML

