```cpp
#include <iostream>
#include <vector>
#include <map>
using namespace std;

// Topic 10 >> Iterators:  Sample code

class Point
{
private:
    int x, y;

public:
    Point(int _x = 0, int _y = 0) : x(_x), y(_y) {}
    int getX() const { return x; }
    int getY() const { return y; }
};

int main()
{
    vector<int> numbers;
    numbers.push_back(1);
    numbers.push_back(2);
    numbers.push_back(3);

    //without iterator
    for (int i = 0; i < numbers.size(); i++)
        cout << numbers[i] << "\t";
    cout << endl;

    //with iterator
    vector<int>::iterator i;
    for (i = numbers.begin(); i != numbers.end(); i++)
        cout << *i << "\t";
    cout << endl;

    vector<Point> points;
    points.push_back(Point(1, 2));
    points.push_back(Point(11, 22));
    points.push_back(Point(41, 32));

    // work with objects without iterator
    for (int i = 0; i < points.size(); i++)
        cout << "x=" << points[i].getX() << "\ty=" << points[i].getY() << endl;

    // work with objects with iterator
    vector<Point>::iterator p;
    for (p = points.begin(); p != points.end(); p++)
        cout << "x=" << (*p).getX() << "\ty=" << p->getY() << endl;

    map<string, int> days;
    days["mon"] = 1;
    days["tue"] = 2;

    map<int, string> hari;
    hari[1] = "isnin";
    hari[5] = "jumaat";

    map<string, int>::iterator d;
    for (d = days.begin(); d != days.end(); d++)
```

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61:         cout << d->first << "\t" << d->second << endl;
62:
63:     map<int, string>::iterator h;
64:     for (h = hari.begin(); h != hari.end(); h++)
65:         cout << h->first << "\t" << h->second << endl;
66:
67:     system("pause");
68:     return 0;
69: }
```