Lecture 21 Iterators

FIT 1008 Introduction to Computer Science



Objectives for today's lecture

- To understand the importance of iterators
- To learn how to implement and use them
- To learn to make our classes iterable by creating iterators on them

We would like to be able to write code like:

```
for item in my_linked_list:
    print(item)
```

For loops

```
for c in "abc":
    print(c)

for item in ["apple", "pear", "plum"]:
    print(item)

infile = open("example.txt")
for line in infile:
    print(line, end=' ')
```

Can we iterate over our own objects?

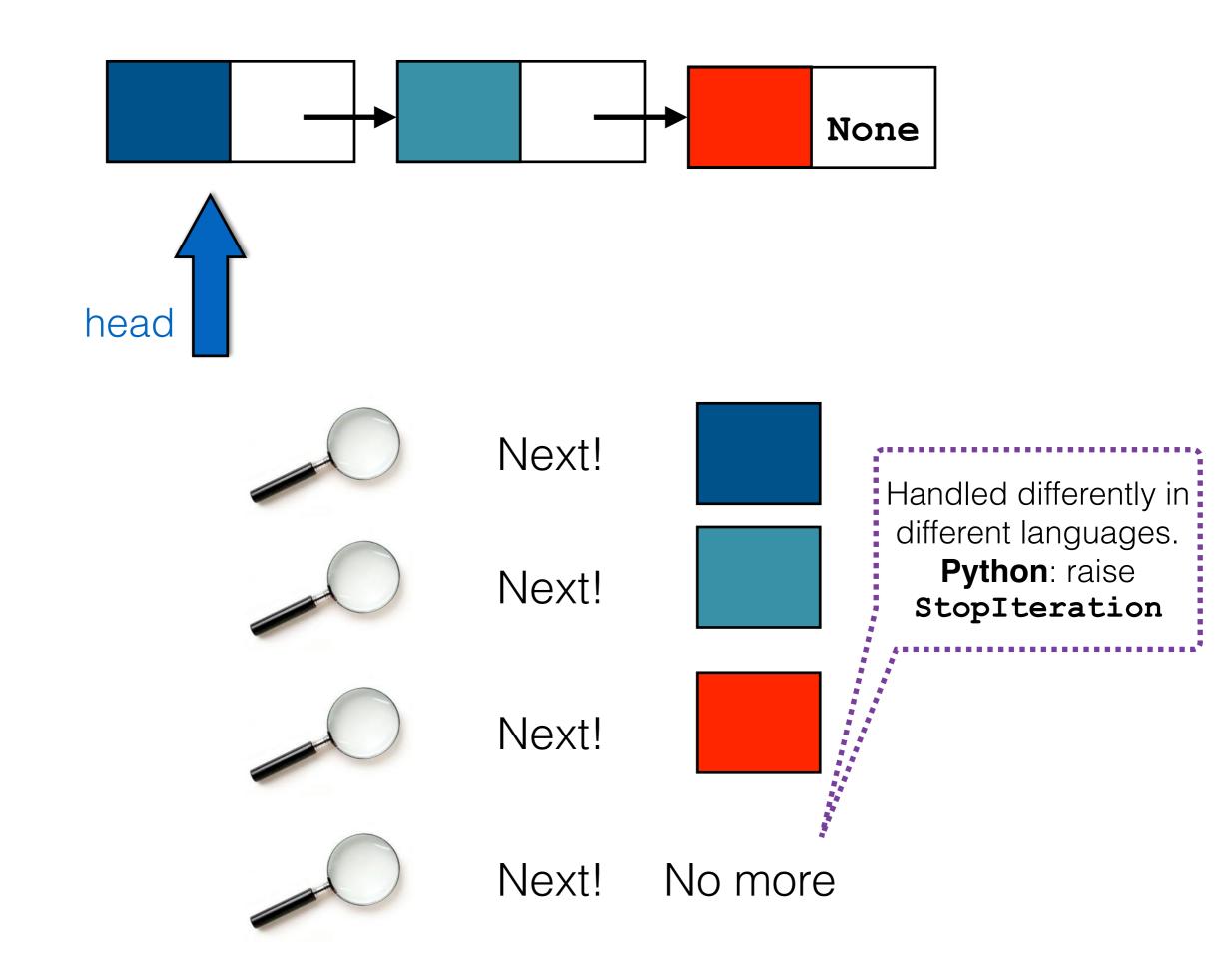
```
for c in "abc":
   print(c)
```

a

b

C

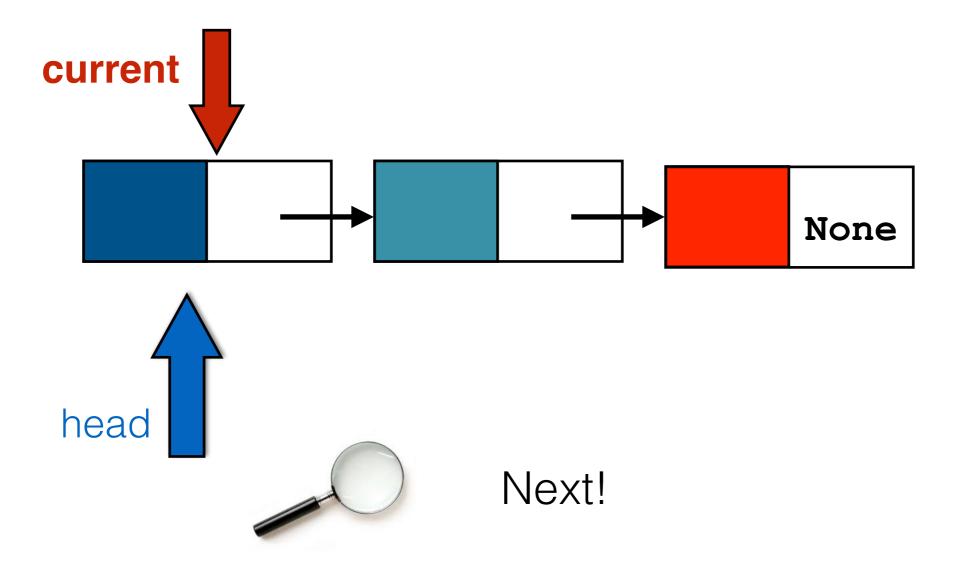
```
>>> s = 'abc'
>>> itr = iter(s)
>>> itr
<str_iterator object at 0x10382f250>
>>> c = next(itr)
>>> c
'a'
>>> c = next(itr)
>>> c
'b'
>>> c = next(itr)
>>> c
'c'
>>> c = next(itr)
Traceback (most recent call last):
 File "<pyshell#12>", line 1, in <module>
  c = next(itr)
Stoplteration
```

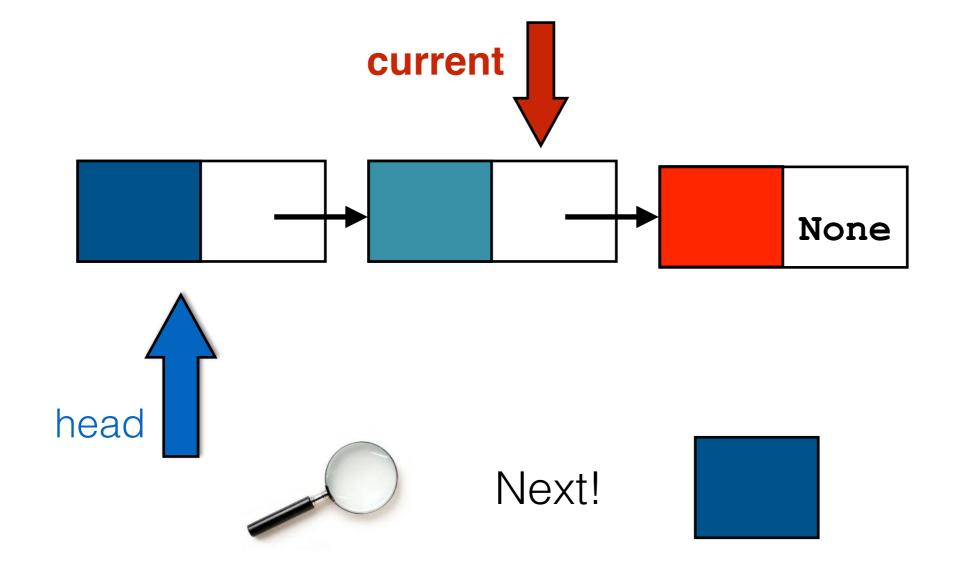


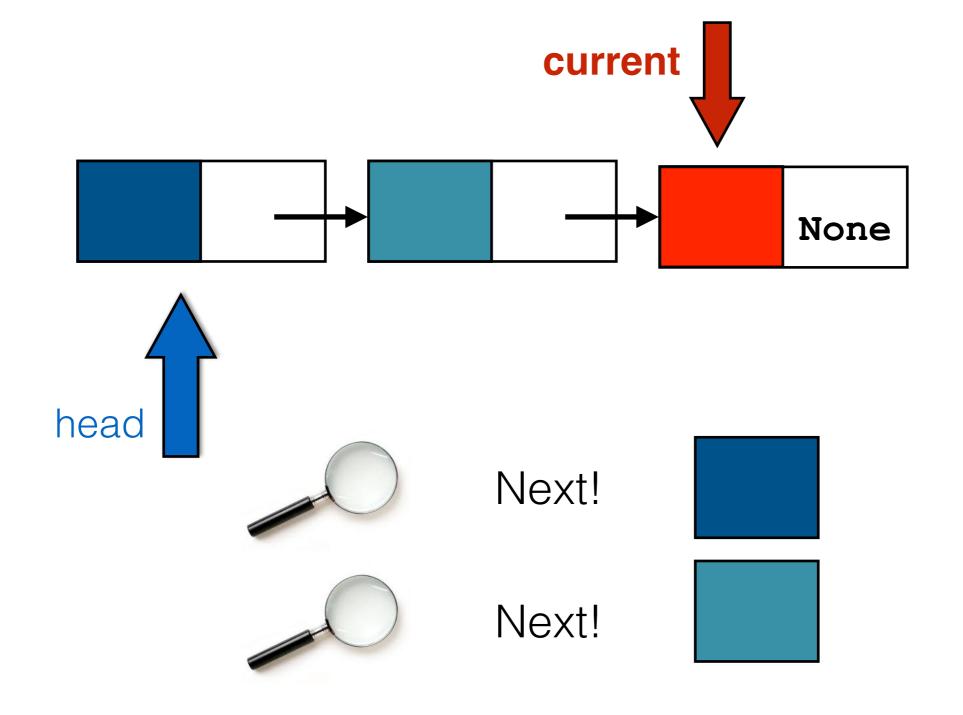
List iterator

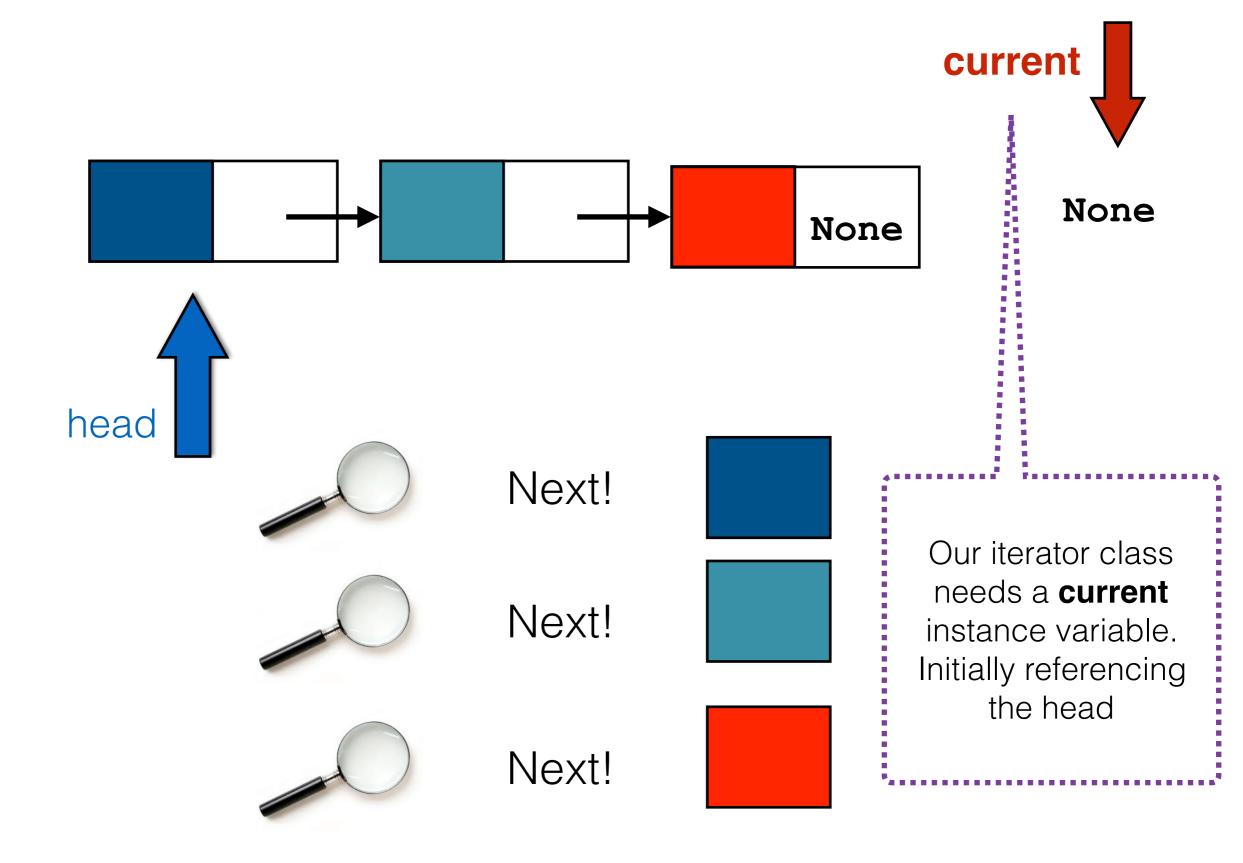
We need to create an iterator class for the list.
 A class with the methods:

__init__ __iter__ __next__











```
class ListIterator:
    def __init__(self,head):
        self.current = head
    def __iter__(self):
        return self
    def __next__(self):
        if self.current is None:
            raise StopIteration
        else:
            item_required = self.current.item
            self.current = self.current.next
            return item_required
```

How is my Iterator connected to the List class?

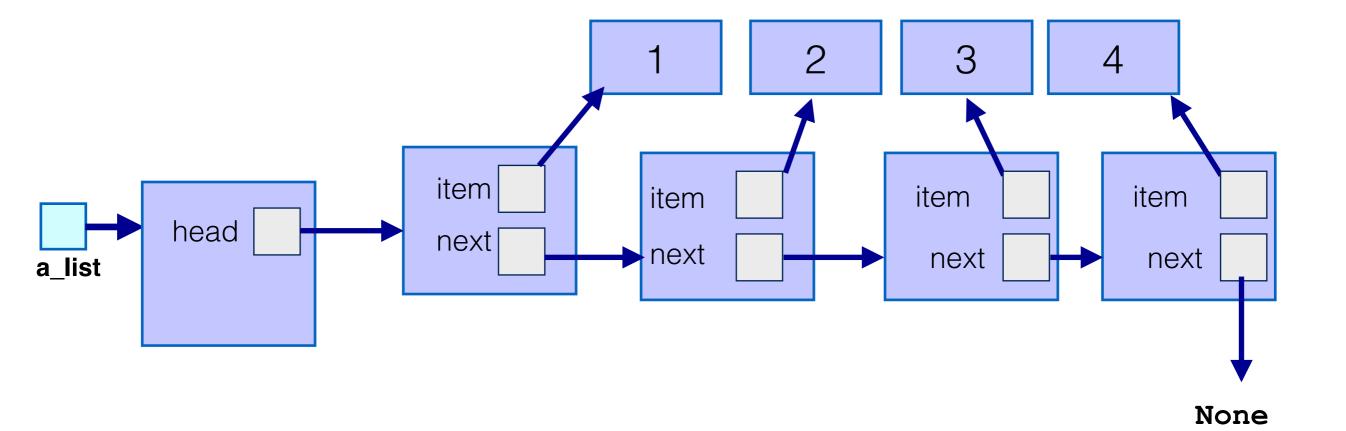
- The List class needs to have an __iter__ method too
- Which returns a list iterator object initialised to the head of the list

class ListIterator:

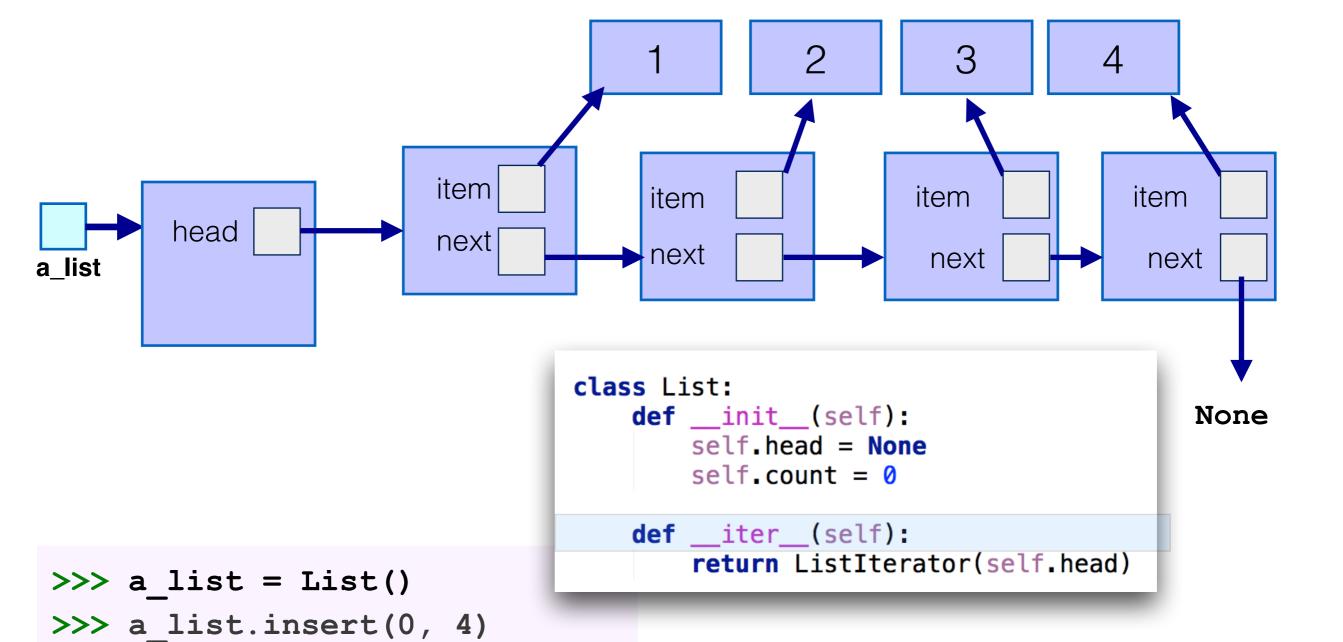
```
def init (self,head):
                                                     self.current = head
                                                  def __iter__(self):
class List:
                                                     return self
     def __init__(self):
                                                  def next (self):
                                                     if self.current is None:
            self.head = None
                                                        raise StopIteration
                                                     else:
            self.count = 0
                                                        item required = self.current.item
                                                        self.current = self.current.next
                                                        return item_required
     def ___iter__(self):
            return ListIterator(self.head)
```

```
>>> a_list = List()
```

```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
```



```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
```

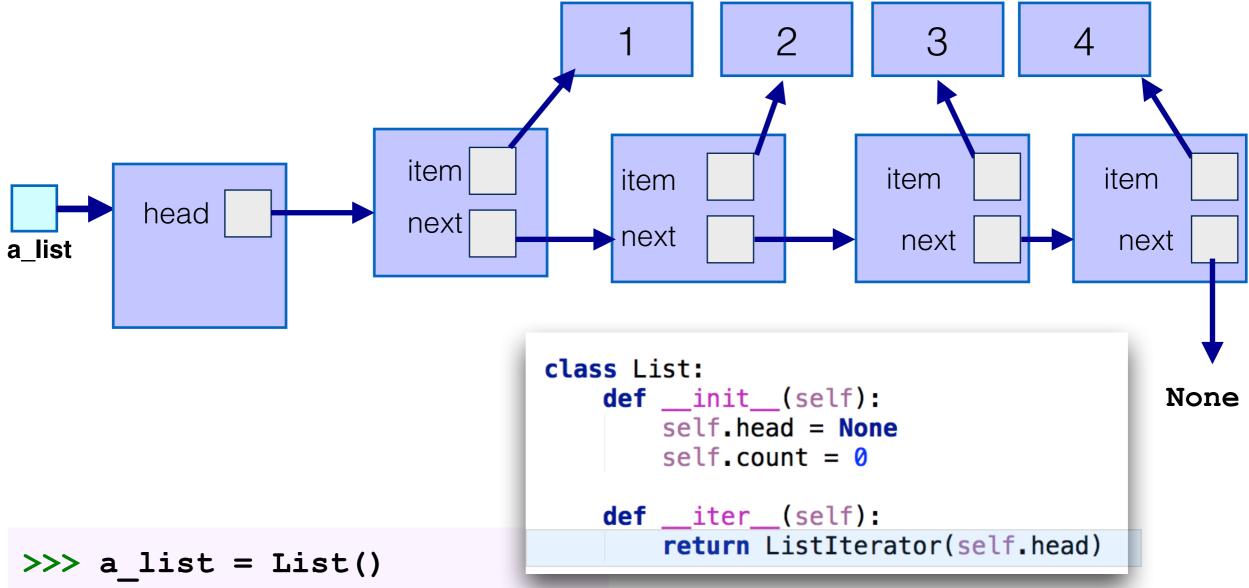


>>> a list.insert(0, 3)

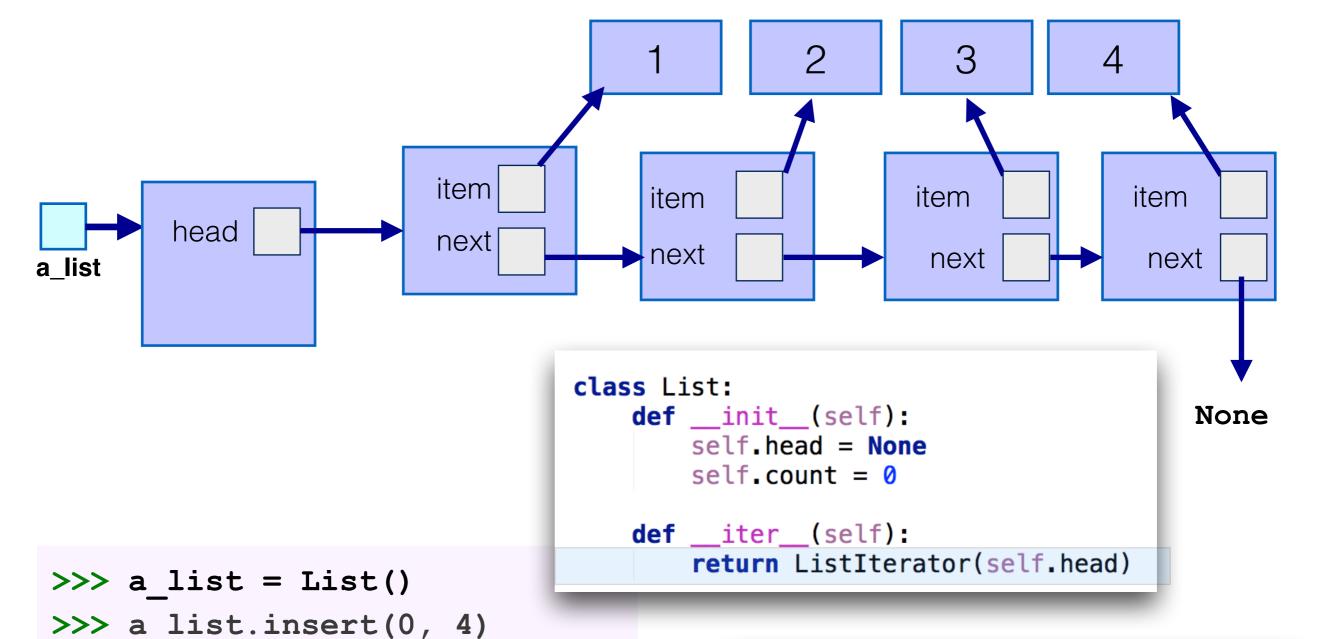
>>> a list.insert(0, 2)

>>> a list.insert(0, 1)

>>> it1 = iter(a list)



```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
>>> it1 = iter(a_list)
```



>>> a list.insert(0, 3)

>>> a list.insert(0, 2)

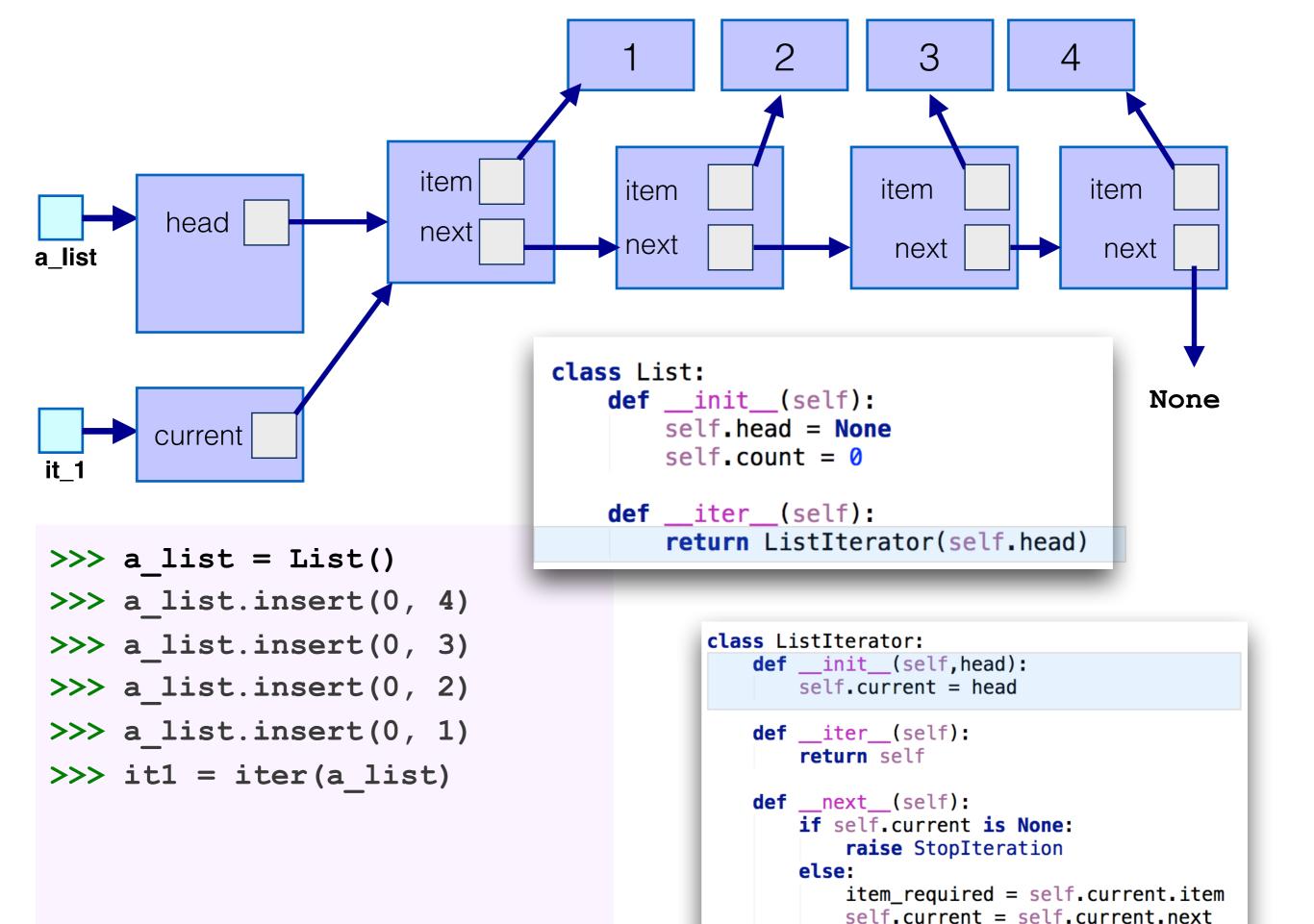
>>> a list.insert(0, 1)

>>> it1 = iter(a list)

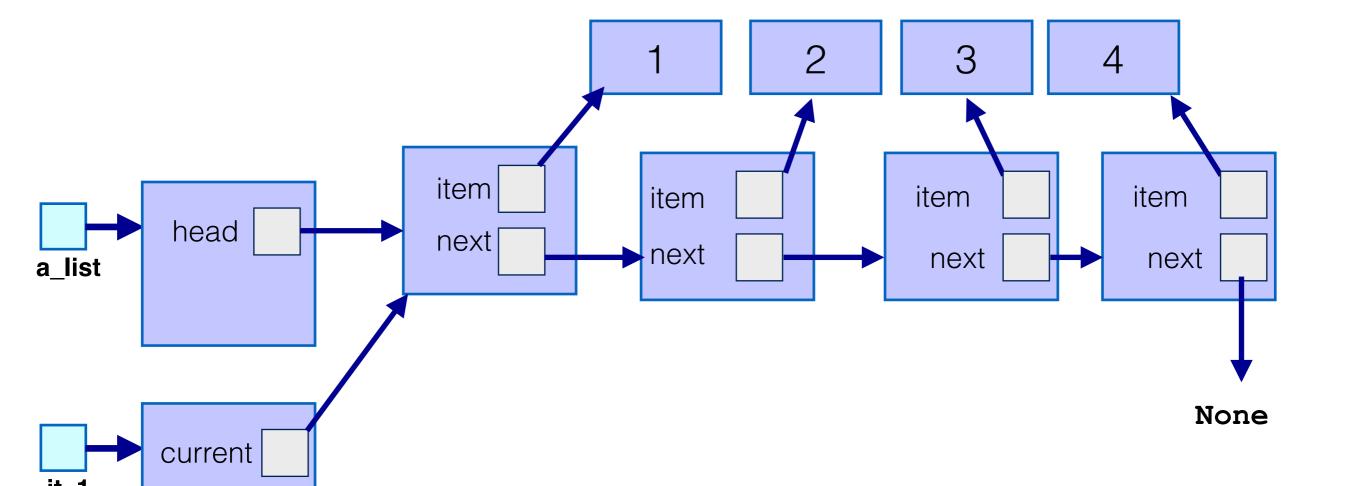
```
class ListIterator:
    def __init__(self,head):
        self.current = head

def __iter__(self):
    return self

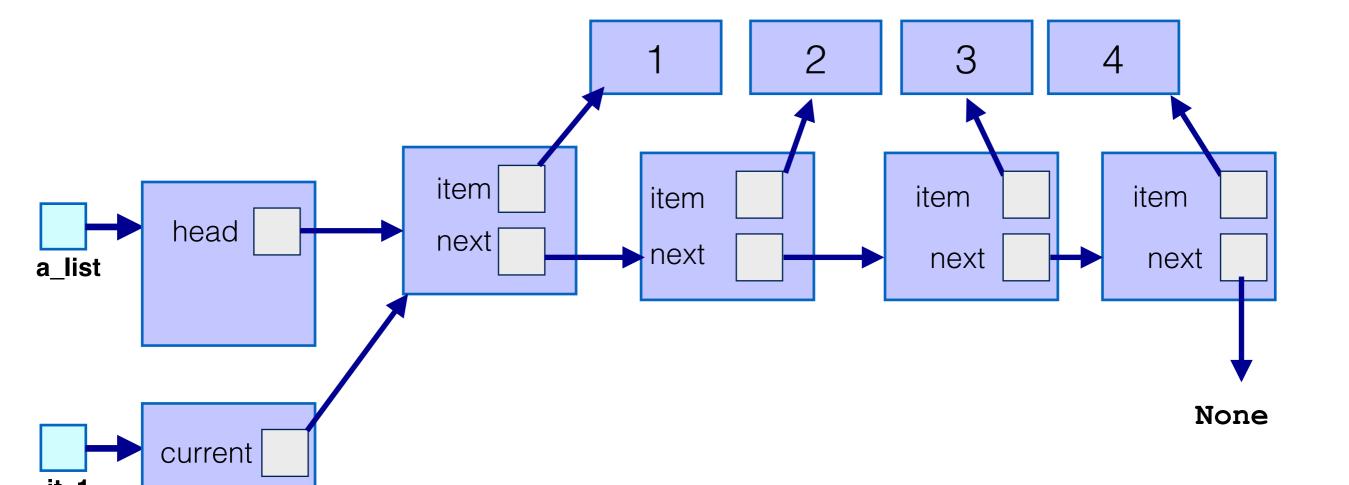
def __next__(self):
    if self.current is None:
        raise StopIteration
    else:
        item_required = self.current.item
        self.current = self.current.next
        return item_required
```



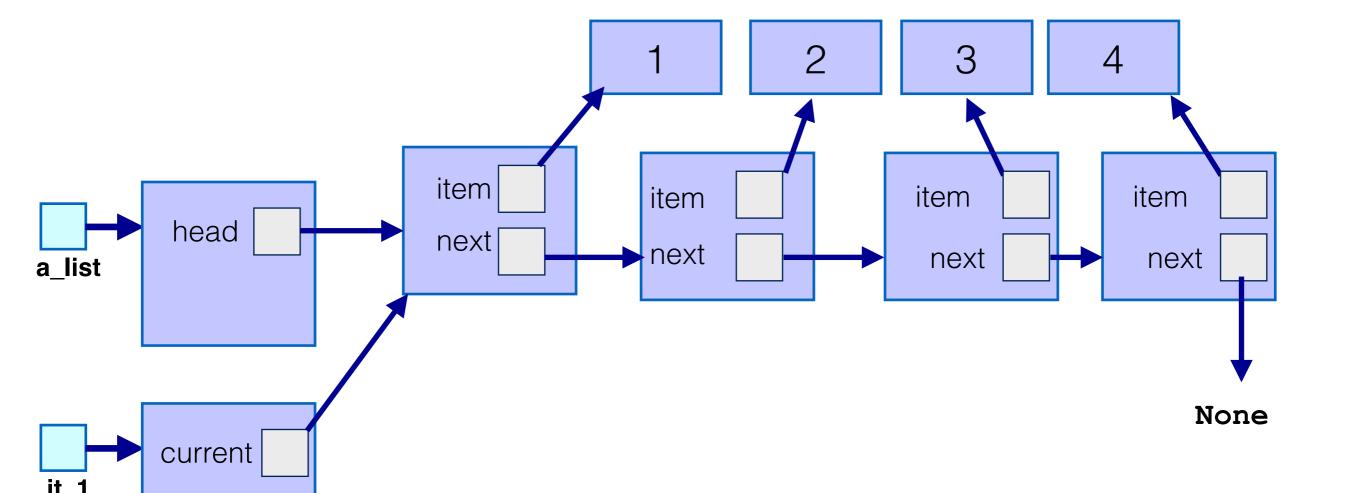
return item_required



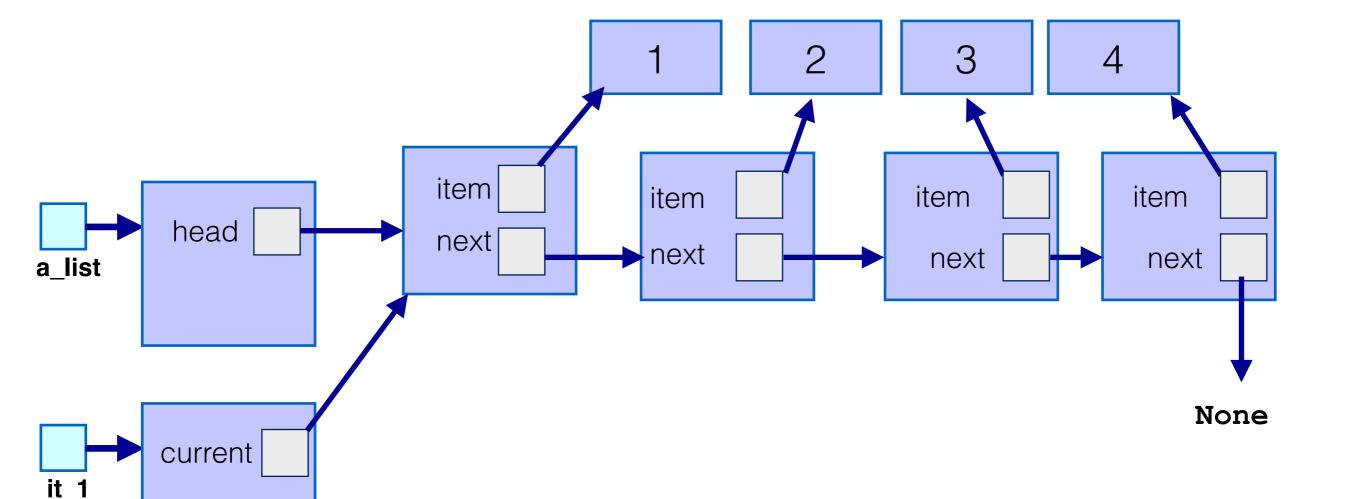
```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
>>> it1 = iter(a_list)
```



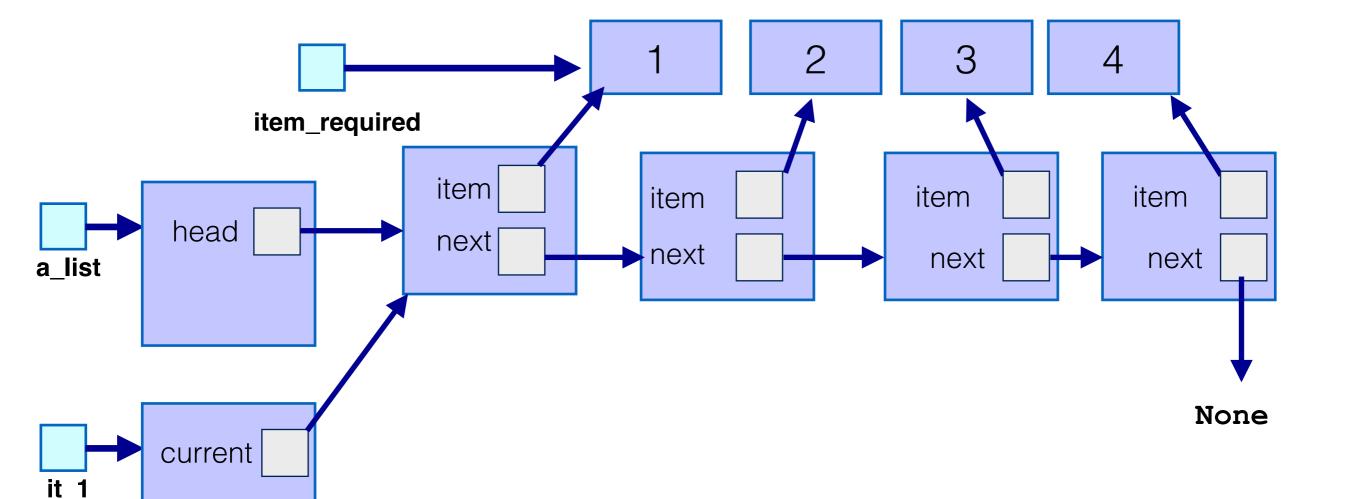
```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
>>> it1 = iter(a_list)
>>> next(it1)
```



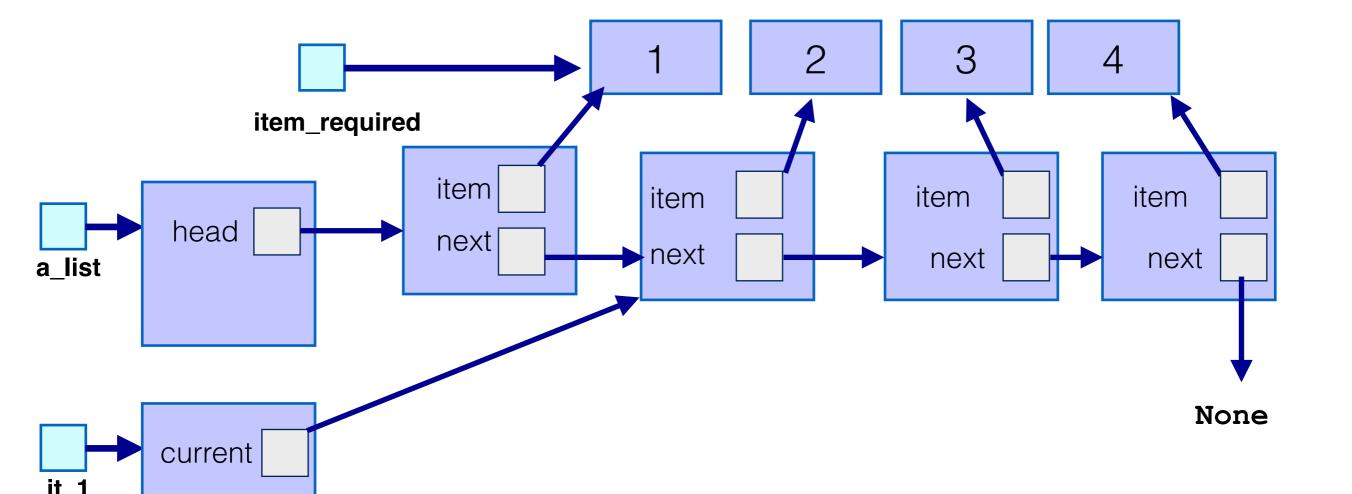
```
class ListIterator:
>>> a list = List()
                                        def __init__(self,head):
>>> a list.insert(0, 4)
                                            self.current = head
>>> a list.insert(0, 3)
                                        def __iter__(self):
>>> a list.insert(0, 2)
                                            return self
>>> a list.insert(0, 1)
                                        def __next__(self):
>>> it1 = iter(a list)
                                            if self.current is None:
                                                raise StopIteration
>>> next(it1)
                                            else:
                                                item_required = self.current.item
                                                self.current = self.current.next
                                                return item_required
```



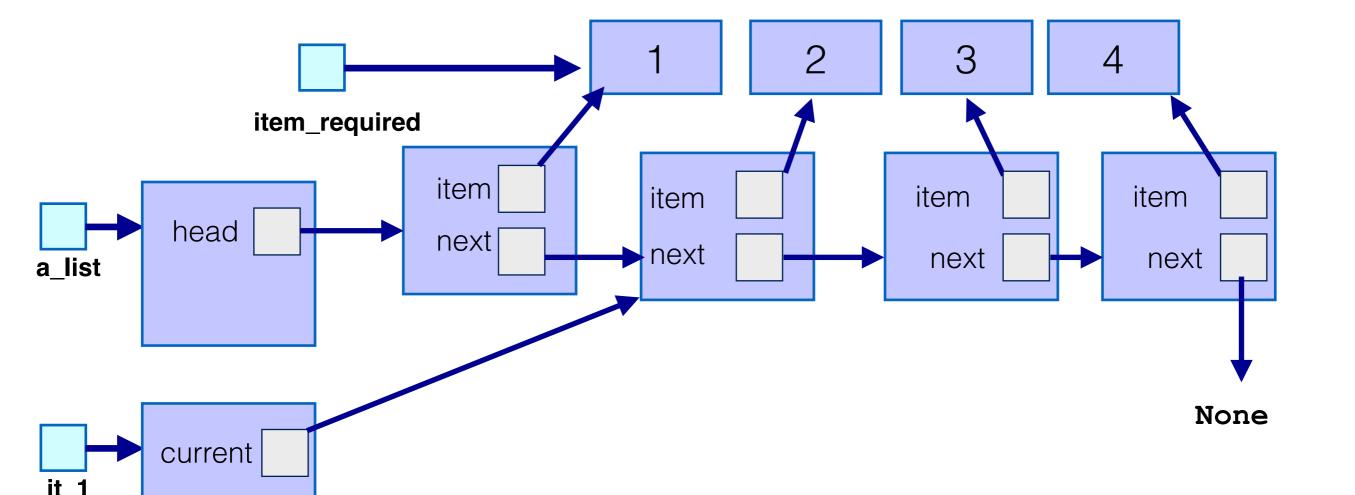
```
class ListIterator:
>>> a list = List()
                                        def __init__(self,head):
>>> a list.insert(0, 4)
                                            self.current = head
>>> a list.insert(0, 3)
                                        def __iter__(self):
>>> a list.insert(0, 2)
                                            return self
>>> a list.insert(0, 1)
                                        def __next__(self):
>>> it1 = iter(a list)
                                            if self.current is None:
                                                raise StopIteration
>>> next(it1)
                                            else:
                                                item_required = self.current.item
                                                self.current = self.current.next
                                                return item_required
```



```
class ListIterator:
>>> a list = List()
                                        def __init__(self,head):
>>> a list.insert(0, 4)
                                            self.current = head
>>> a list.insert(0, 3)
                                        def __iter__(self):
>>> a list.insert(0, 2)
                                            return self
>>> a list.insert(0, 1)
                                        def __next__(self):
>>> it1 = iter(a list)
                                            if self.current is None:
                                                raise StopIteration
>>> next(it1)
                                            else:
                                                item_required = self.current.item
                                                self.current = self.current.next
                                                return item_required
```



```
class ListIterator:
>>> a list = List()
                                        def __init__(self,head):
>>> a list.insert(0, 4)
                                            self.current = head
>>> a list.insert(0, 3)
                                        def __iter__(self):
>>> a list.insert(0, 2)
                                            return self
>>> a list.insert(0, 1)
                                        def __next__(self):
>>> it1 = iter(a list)
                                            if self.current is None:
                                                raise StopIteration
>>> next(it1)
                                            else:
                                                item_required = self.current.item
                                                self.current = self.current.next
                                                return item_required
```

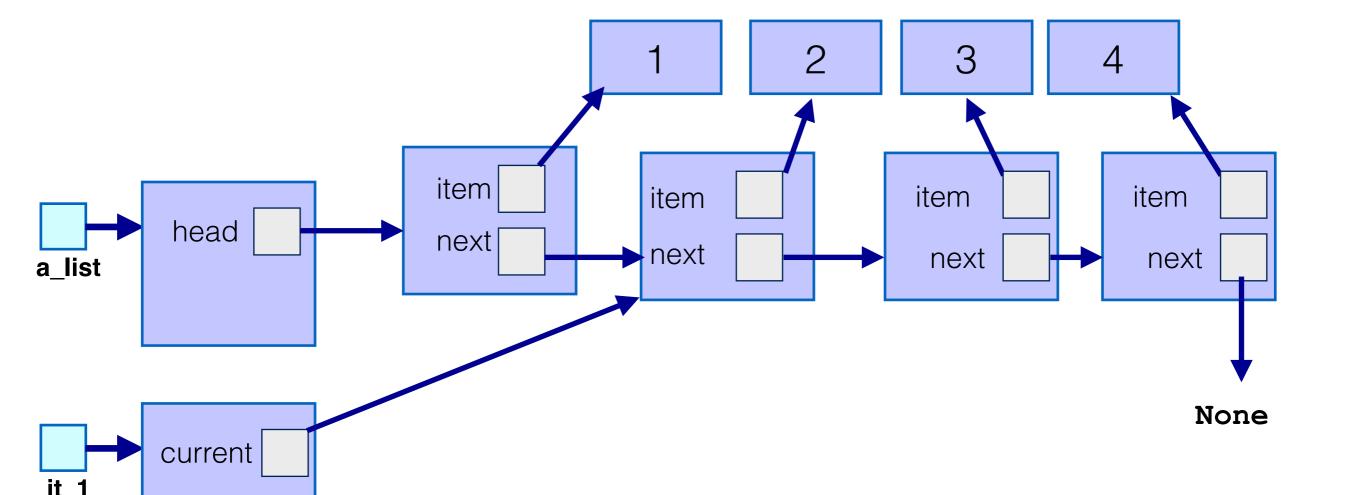


```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
>>> it1 = iter(a_list)
>>> next(it1)
1
```

```
class ListIterator:
    def __init__(self,head):
        self.current = head

def __iter__(self):
    return self

def __next__(self):
    if self.current is None:
        raise StopIteration
    else:
        item_required = self.current.item
        self.current = self.current.next
        return item_required
```

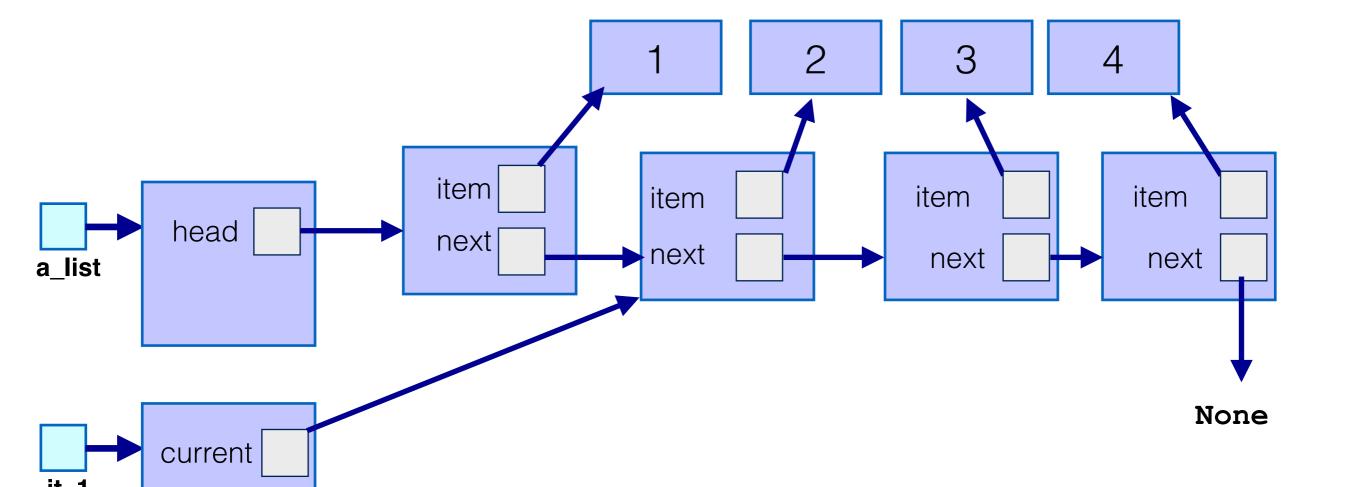


```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
>>> it1 = iter(a_list)
>>> next(it1)
1
```

```
class ListIterator:
    def __init__(self,head):
        self.current = head

def __iter__(self):
    return self

def __next__(self):
    if self.current is None:
        raise StopIteration
    else:
        item_required = self.current.item
        self.current = self.current.next
        return item_required
```

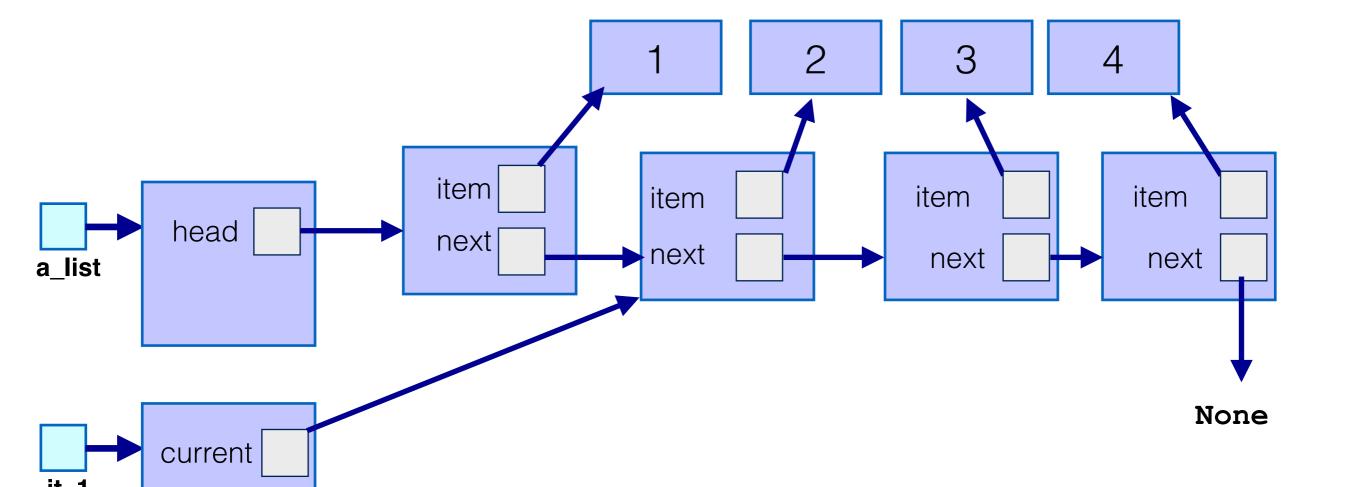


```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
>>> it1 = iter(a_list)
>>> next(it1)
1
>>> next(it1)
```

```
class ListIterator:
    def __init__(self,head):
        self.current = head

def __iter__(self):
    return self

def __next__(self):
    if self.current is None:
        raise StopIteration
    else:
        item_required = self.current.item
        self.current = self.current.next
        return item_required
```

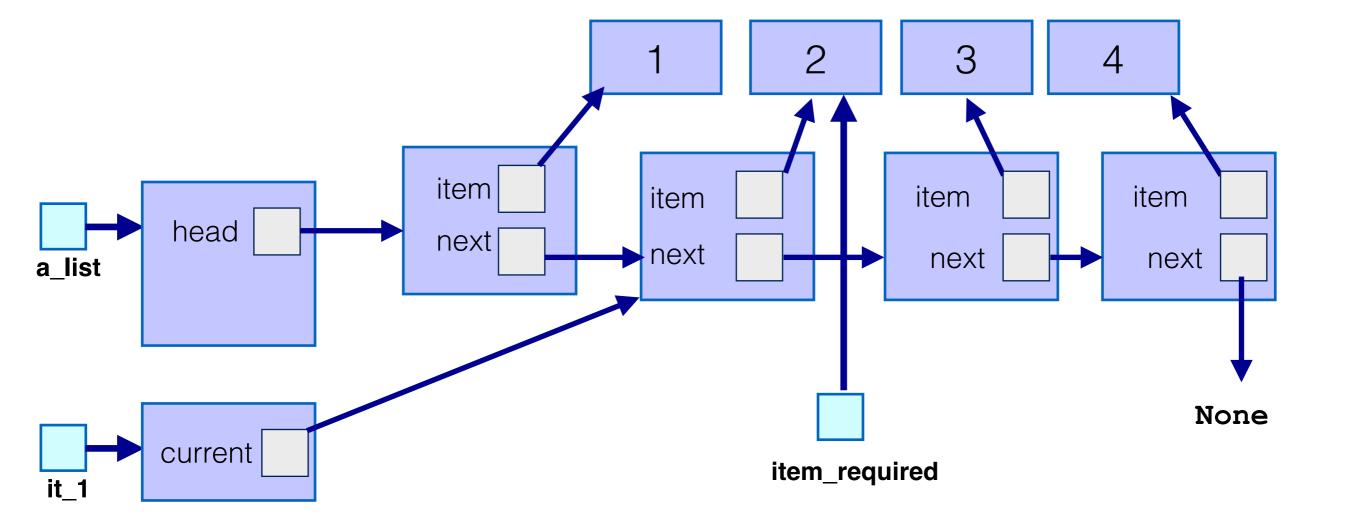


```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
>>> it1 = iter(a_list)
>>> next(it1)
1
>>> next(it1)
```

```
class ListIterator:
    def __init__(self,head):
        self.current = head

def __iter__(self):
    return self

def __next__(self):
    if self.current is None:
        raise StopIteration
    else:
        item_required = self.current.item
        self.current = self.current.next
        return item_required
```

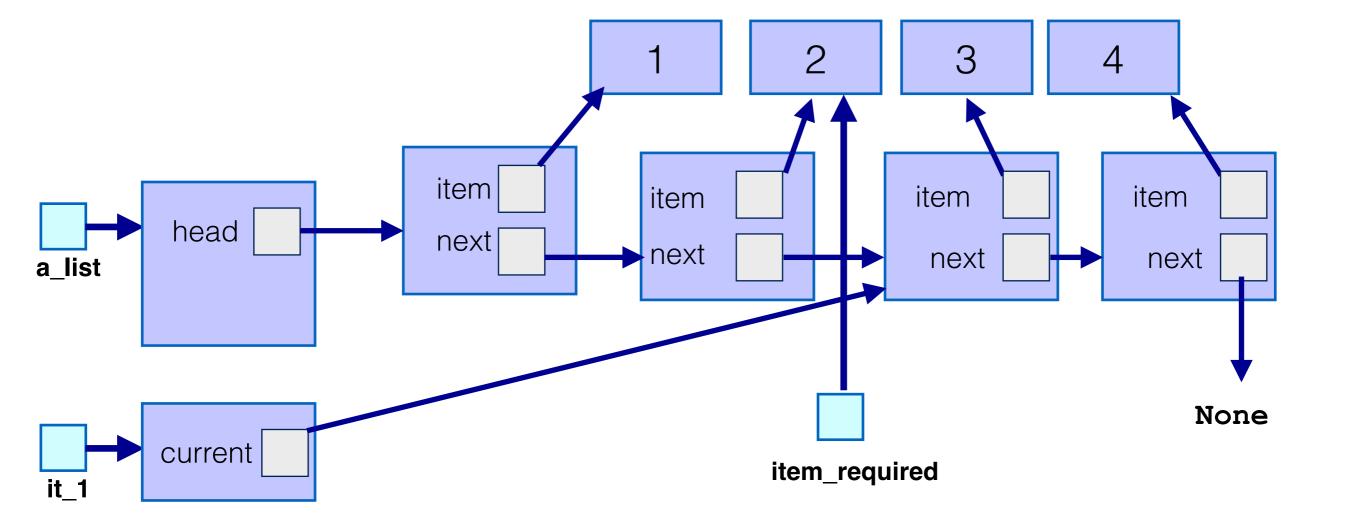


```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
>>> it1 = iter(a_list)
>>> next(it1)
1
>>> next(it1)
```

```
class ListIterator:
    def __init__(self,head):
        self.current = head

def __iter__(self):
    return self

def __next__(self):
    if self.current is None:
        raise StopIteration
    else:
        item_required = self.current.item
        self.current = self.current.next
        return item_required
```

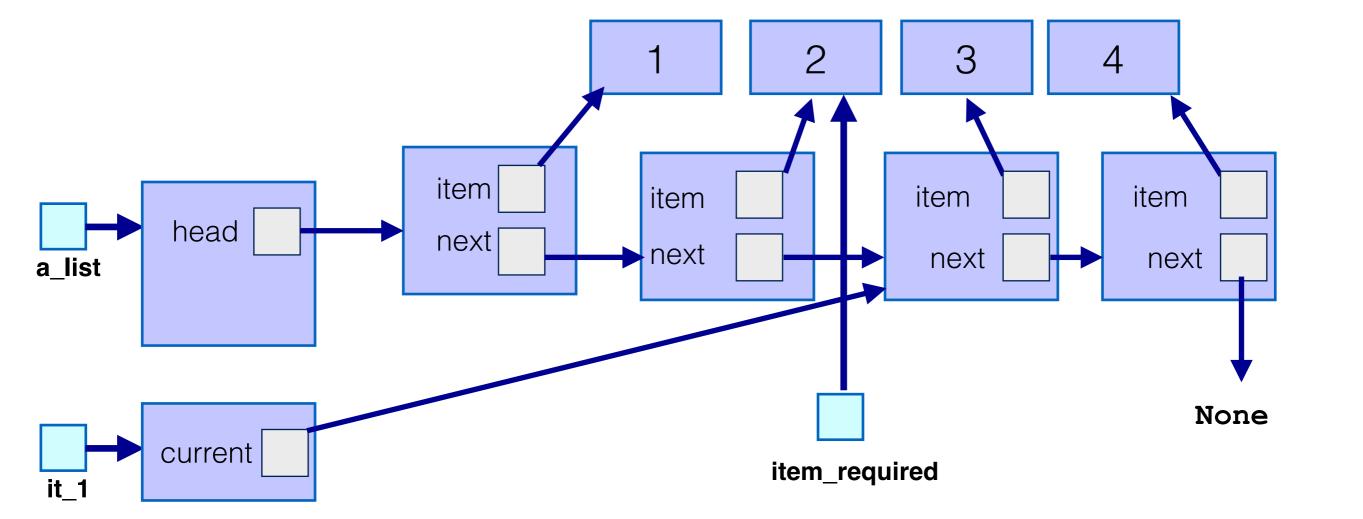


```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
>>> it1 = iter(a_list)
>>> next(it1)
1
>>> next(it1)
```

```
class ListIterator:
    def __init__(self,head):
        self.current = head

def __iter__(self):
    return self

def __next__(self):
    if self.current is None:
        raise StopIteration
    else:
        item_required = self.current.item
        self.current = self.current.next
    return item_required
```

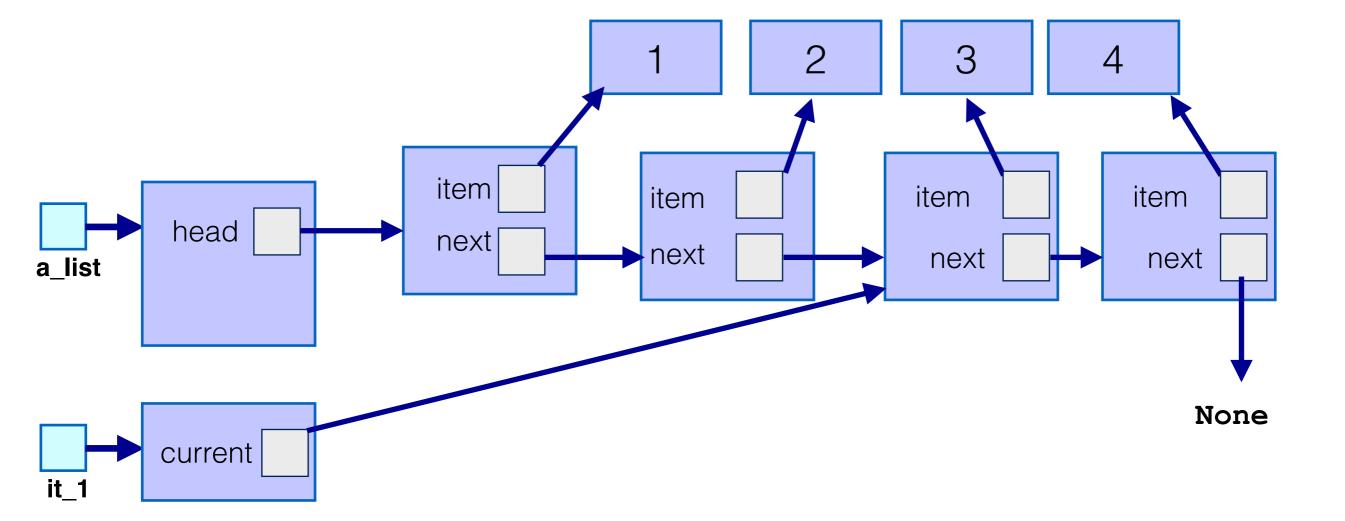


```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
>>> it1 = iter(a_list)
>>> next(it1)
1
>>> next(it1)
```

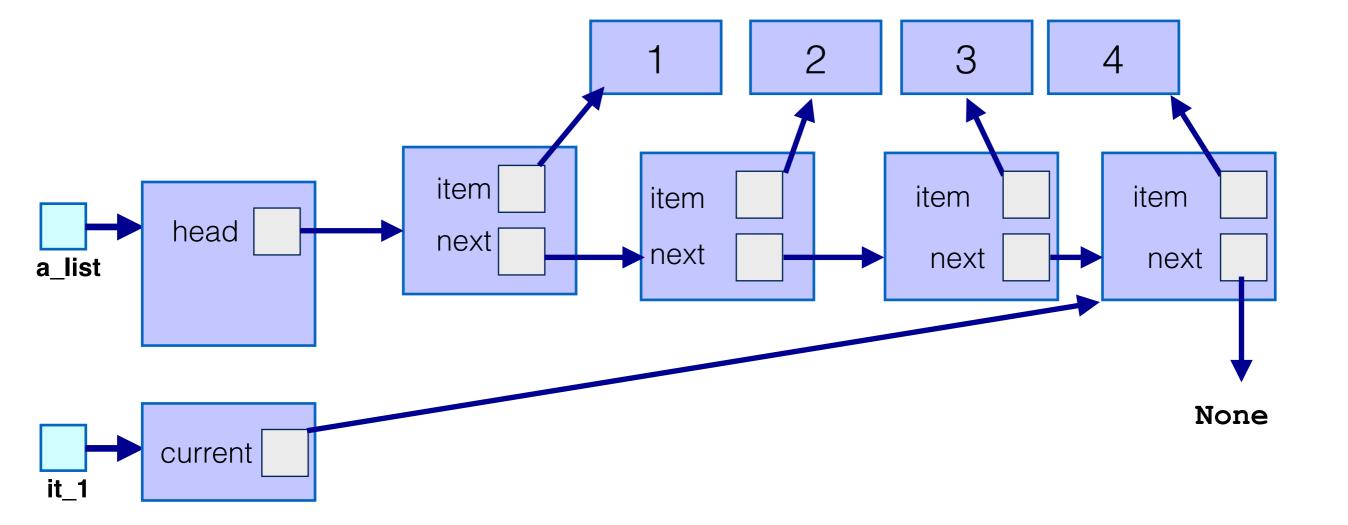
```
class ListIterator:
    def __init__(self,head):
        self.current = head

def __iter__(self):
    return self

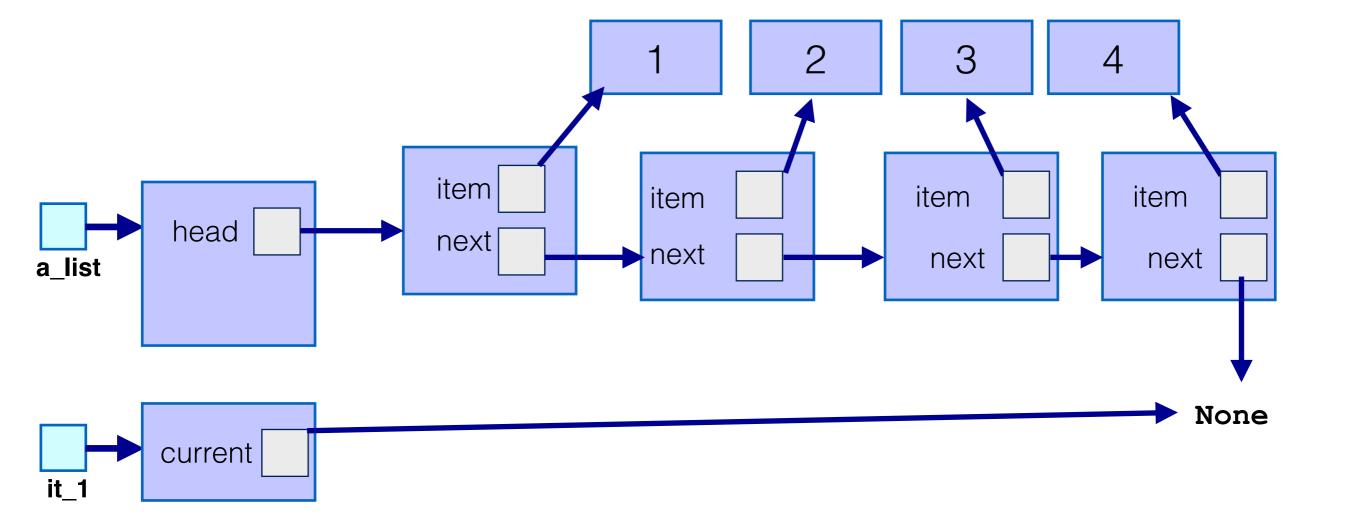
def __next__(self):
    if self.current is None:
        raise StopIteration
    else:
        item_required = self.current.item
        self.current = self.current.next
        return item_required
```



```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
>>> it1 = iter(a_list)
>>> next(it1)
1
>>> next(it1)
```

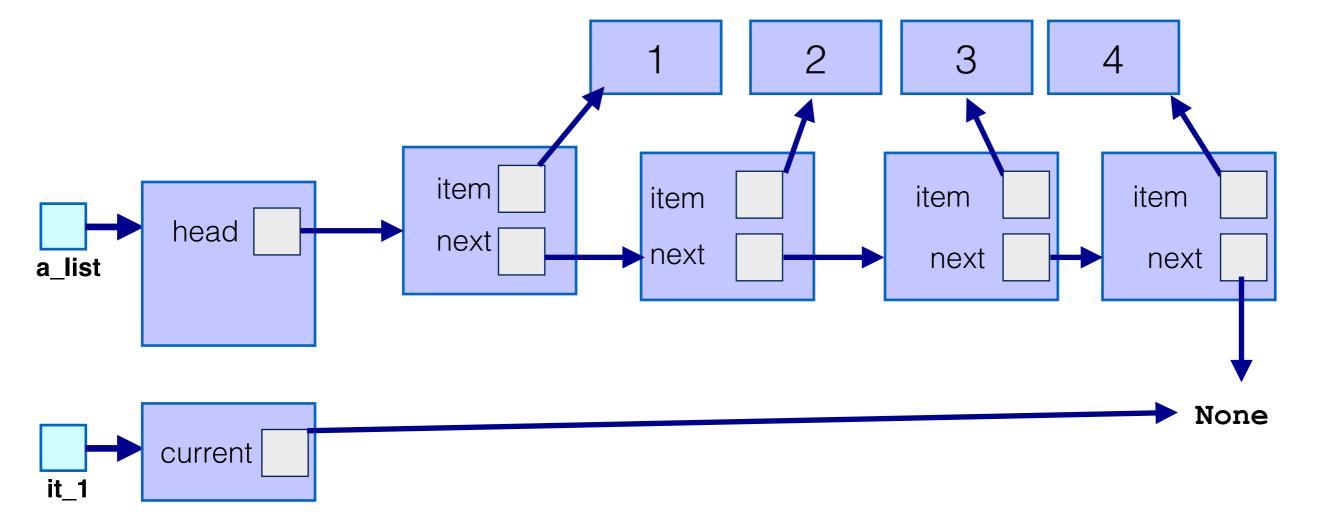


```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
>>> it1 = iter(a_list)
>>> next(it1)
1
>>> next(it1)
```

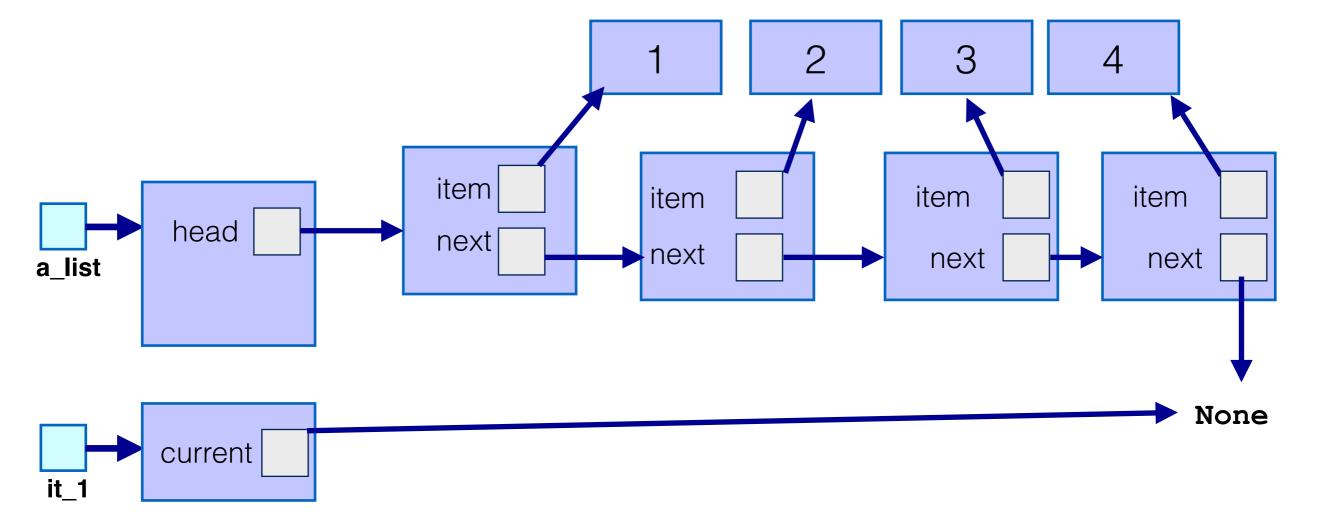


```
>>> a_list = List()
>>> a_list.insert(0, 4)
>>> a_list.insert(0, 3)
>>> a_list.insert(0, 2)
>>> a_list.insert(0, 1)
>>> it1 = iter(a_list)
>>> next(it1)

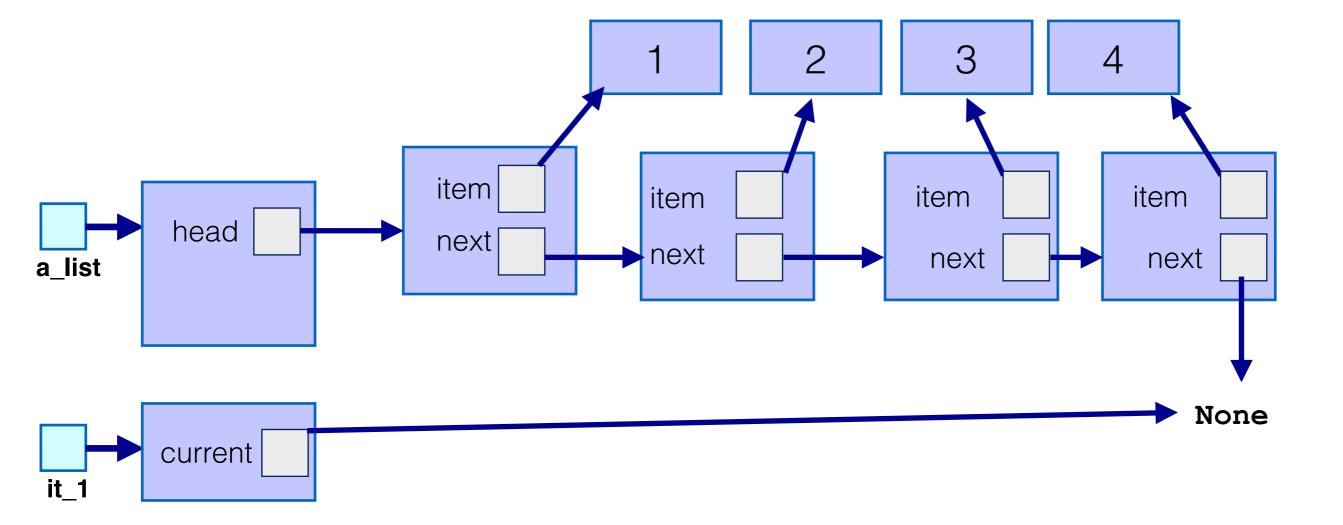
1
>>> next(it1)
```



```
2
class ListIterator:
   def __init__(self,head):
                                                >>> next(it1)
       self.current = head
                                                3
   def __iter__(self):
       return self
                                                >>> next(it1)
   def __next__(self):
                                                4
       if self.current is None:
           raise StopIteration
                                                >>> next(it1)
       else:
           item_required = self.current.item
           self.current = self.current.next
           return item_required
 >>> next(it1)
```



```
2
class ListIterator:
   def __init__(self,head):
                                             >>> next(it1)
      self.current = head
                                             3
   def __iter__(self):
      return self
                                             >>> next(it1)
   def __next__(self):
                                             4
      if self.current is None:
          raise StopIteration
                                             >>> next(it1)
      else:
                                             Traceback ...:
          item_required = self.current.item
          self.current = self.current.next
                                                File ... in next
          return item_required
 >>> next(it1)
                                                   raise StopIteration
```



```
>>> a list = List()
                                2
>>> a list.insert(0, 4)
                                >>> next(it1)
>>> a list.insert(0, 3)
                                3
>>> a list.insert(0, 2)
                                >>> next(it1)
>>> a list.insert(0, 1)
                                4
>>> it1 = iter(a list)
                                >>> next(it1)
>>> next(it1)
                                Traceback ...:
                                   File ... in next
>>> next(it1)
                                     raise StopIteration
```

Iterables and Iterators

- We have made our List class iterable: it implements an __iter__ method that returns an Iterator on the list
- Objects of the ListIterator class are iterators: they implement iter and next methods

So let's use it

- Define all_positive(a_list) which returns True if <u>all</u> items are > 0.
- You are a user: **outside** the class, no access to internals

```
def all_positive(a_list):
    for item in a_list:
       if item < 0:
          return False
    return True</pre>
```

List comprehensions

```
>>> A = [3*x for x in range(10)]
>>> A

[0, 3, 6, 9, 12, 15, 18, 21, 24, 27]
>>> B = [x for x in A if x % 2 == 0]
>>> B

[0, 6, 12, 18, 24]
```

List comprehensions allow you to:

- Performing some operation for every element
- Selecting a subset of elements that meet a condition
- AND return a list

```
def all_positive(a_list):
    for item in a_list:
        if item < 0:
            return False
    return True</pre>
```

```
def all_positive(a_list):
    return [] == [e for e in a_list if e <= 0]</pre>
```

maximum_item

- Define maximum_item(a_list) to find maximum of the items in a_list
- Assume you are a user: outside the class, no access to internals
- Need to use an iterator.

```
def max(a_list):
    try:
    it = iter(a_list) # construct an iterator
    max_val = next(it) # get the first element
    for item in it: # traverse the rest of the list
        if max_val < item:
            max_val = item
    return max_val
    except StopIteration:
    raise Exception("The list is empty")</pre>
```

Fibonacci Numbers

0. 1. 1, 2, 3, 5, 8, 13, ...

```
class Fibonacci:
   def __init__(self, maximum):
       self.maximum = maximum
       self.count = 0
       self_a = 0
                                  >>> for i in Fibonacci(10):
       self_b = 1
                                         print(i, end=" ")
   def __iter__(self):
                                  0 1 1 2 3 5 8 13 21 34 >>>
      return self
   def __next__(self):
      next_fib = self.a
      self.count +=1
      if self.count > self.maximum:
          raise StopIteration
      self.a = self.b
      self.b = next_fib + self.b
      return next_fib
```

Summary

- How to make lists iterable by implementing an iterator for them
- How to construct a simple traversal iterator
- How to use iterators to define functions
- How to use iterators to generate sequences of items