# INFO1110 & COMP9001: Introduction to Programming

School of Information Technologies, University of Sydney



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# Week 10: Functional programming

We will cover: Iterators, Generators, and the for loop

You should read: \$\$pg461-468, 478, 661

### Lecture 19: Functional programming

*Iterators* 

#### **Iterators**

Representing a stream of data

#### **Iterators**

An iterator is an object representing a stream of data.

The stream of data could be finite, or infinite.

The iterator has two fundamental operations:

- return the next element in the stream of data
- test if reached the end of the stream

# Iterator examples

#### Given a collection, traverse through each item:

- in the order they are stored
- in sorted ascending order
- in order of addition
- in order of importance
- selectively
- in random order

#### Collection may be:

```
[1, 2, 3, 4, 5]
```

# **Existing Iterator: list**

You have already been using iterators. List objects support the iterator functionality.

```
strings = ["Do", "we", "sell...", "French...", "fries?"]

p = iter(strings)

print(type(p))

print(p.__next__())

print(p.__next__())

print(p.__next__())

print(p.__next__())

print(p.__next__())

print(p.__next__())

print(p.__next__())

print(p.__next__())
```

# Existing Iterator: list (cont.)

# Iterator class vs Iterator object

Suppose we have a collection of items that we wish to traverse in a certain order.

- The iterator class represents how the traversal is performed
- The iterator object represents the current state of the traversal (position of the cursor)

## Make your own Iterator

Example. We want to create an iterator for a collection of people's names. The iterator would give us the same sequence of names as they are presented in the collection.

We first need to define this new data type for a collection of names

```
class People:
def __init__(self, names):
self.names = names
```

**Iterator requirement 1**: The data type has to support a method \_\_iter\_\_() to return an iterator object

```
class People:
    def __init__(self, names):
        self.names = names

def __iter__(self):
    return PeopleIterator(self.names) # what is this?!
```

PeopleIterator is our iterator object, we need a new class

**Iterator requirement 2**: The iterator object is also new data type and supports the \_\_next\_\_() method

```
class PeopleIterator:

def __init__(self, names):

# initialised with some data necessary for the iterator

self.names = names

def __next__(self):

# returns the next name in the collection

return ???
```

**Iterator requirement 3**: The iterator class needs to define how the iterator state is updated, what element is to be returned on each call to \_\_next\_\_() method and raise the exception StopIteration

```
class PeopleIterator:
      def __init__(self, names):
         self.names = names
         # the state of the iterator is defined as the index of the
             list
         self.cursor = 0
      def next (self):
         # if the end of the list reached, raise exception
         if self.cursor >= len(self.names):
            raise StopIteration("Reached end")
10
11
12
         # get the next element to return
         ret_val = self.names[self.cursor]
13
14
15
         # update the iterator state to the next element
         self.cursor += 1
16
17
         # return the value
18
19
         return ret_val
```

```
class People:
    def __init__(self, names):
        self.names = names

def __iter__(self):
    return PeopleIterator(self.names)
```

```
class PeopleIterator:
    def __init__(self, names):
        self.cursor = 0
        self.names = names

def __next__(self):
    if self.cursor >= len(self.names):
        raise StopIteration("Reached end")
    ret_val = self.names[self.cursor]
    self.cursor += 1
    return ret_val
```

```
simpsons = People(["Armen", "Hans", "Lunchlady Doris"])
myiterator = iter(simpsons)
print(myiterator.__next__())
print(myiterator.__next__())
print(myiterator.__next__())
print(myiterator.__next__())
```

```
$ python3 IteratorPeople.py
Armen
Hans
Lunchlady Doris
Traceback (most recent call last):
  File "IteratorPeople.py", line 25, in <module>
        print(myiterator.__next__())
  File "IteratorPeople.py", line 15, in __next__
        raise StopIteration("Reached end")
StopIteration: Reached end
```

# Make your own: A specialised traversal

Exercise. A Zoo contains many animals. Each animal has a name, an age, and an animal type. Create an iterator for the Zoo object. The iterator will return a string upon each call to next(). The returned element is a string that combines the three features of an Animal for presentation to children:

<Name> the <animal type> is <age> years old

The ordering of the elements in the iterator is based on the ascending order for names of the animal e.g. "Eric the Hippo" followed by "Garrison the Bear"

The classes Animal and Zoo are provided to you

## Make your own: A specialised traversal (cont.)

#### Classes provided

```
class Animal:
    def __init__(self, name, age, a_type):
        self.name = name
        self.age = age
        self.a_type = a_type

def get_name():
        return self.name
```

```
class Zoo:
    '''contains a list of Animal objects'''

def __init__(self, animals):
    self.animals = animals
```

```
zoo = initialise_zoo()
names = iter(zoo)
print(names)
```

## iterators are one way to define an iterable object

Have you been using for loops and don't know how it works?

The for loop in Python is complicated! There are many hidden operations

#### Here is an example for loop

```
text = "You're in the newspaper business?"
for ch in text:
   print(ch, end='')
print('')
```

Here is the equivalent using while loop

# iterators are one way to define an iterable object (cont.)

```
text = "You're in the newspaper business?"
text_iterator = text.__iter__()
while True:
try:
ch = text_iterator.__next__()
print(ch, end='')
except StopIteration:
break
print('')
```