Iterator Archetype

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abstract: The iterator_archetype class constructs a minimal implementation of one of the iterator access concepts and one of the iterator traversal concepts. This is used for doing a compile-time check to see if a the type requirements of a template are really enough to cover the implementation of the template. For further information see the documentation for the boost::concept_check library.

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Reference

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iterator_archetype Synopsis
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```
namespace iterator_archetypes
{
    // Access categories

    typedef /*implementation defined*/ readable_iterator_t;
    typedef /*implementation defined*/ writable_iterator_t;
    typedef /*implementation defined*/ readable_writable_iterator_t;
    typedef /*implementation defined*/ readable_lvalue_iterator_t;
    typedef /*implementation defined*/ writable_lvalue_iterator_t;
}

template <
    class Value</pre>
```

```
, class AccessCategory
, class TraversalCategory
>
class iterator_archetype
{
   typedef /* see below */ value_type;
   typedef /* see below */ reference;
   typedef /* see below */ pointer;
   typedef /* see below */ difference_type;
   typedef /* see below */ iterator_category;
};
```

Access Category Tags

The access category types provided correspond to the following standard iterator access concept combinations:

```
readable_iterator_t :=
  Readable Iterator
writable_iterator_t :=
  Writeable Iterator
readable_writable_iterator_t :=
  Readable Iterator & Writeable Iterator & Swappable Iterator
readable_lvalue_iterator_t :=
  Readable Iterator & Lvalue Iterator
writeable_lvalue_iterator_t :=
  Readable Iterator & Writeable Iterator & Swappable Iterator & Lvalue Iterator
```

iterator_archetype Requirements

The AccessCategory argument must be one of the predefined access category tags. The TraversalCategory must be one of the standard traversal tags. The Value type must satisfy the requirements of the iterator concept specified by AccessCategory and TraversalCategory as implied by the nested traits types.

iterator_archetype Models

iterator_archetype models the iterator concepts specified by the AccessCategory and TraversalCategory arguments. iterator_archetype does not model any other access concepts or any more derived traversal concepts.

Traits

The nested trait types are defined as follows:

```
if (AccessCategory == readable_iterator_t)
 value_type = Value
 reference = Value
 pointer = Value*
else if (AccessCategory == writable_iterator_t)
 value_type = void
 reference = void
 pointer
           = void
else if (AccessCategory == readable_writable_iterator_t)
 value_type = Value
 reference :=
   A type X that is convertible to Value for which the following
   expression is valid. Given an object x of type X and v of type
   Value.
   x = v
            = Value*
 pointer
else if (AccessCategory == readable_lvalue_iterator_t)
 value type = Value
 reference = Value const&
           = Value const*
 pointer
else if (AccessCategory == writable_lvalue_iterator_t)
 value_type = Value
 reference = Value&
 pointer
          = Value*
if ( TraversalCategory is convertible to forward_traversal_tag )
 difference_type := ptrdiff_t
else
 difference_type := unspecified type
iterator_category :=
 A type X satisfying the following two constraints:
     1. X is convertible to X1, and not to any more-derived
```

type, where X1 is defined by:

```
if (reference is a reference type
   && TraversalCategory is convertible to forward_traversal_tag)
{
    if (TraversalCategory is convertible to random_access_traversal_tag)
       X1 = random_access_iterator_tag
    else if (TraversalCategory is convertible to bidirectional_traversal_tag)
        X1 = bidirectional_iterator_tag
    else
        X1 = forward_iterator_tag
}
else
    if (TraversalCategory is convertible to single_pass_traversal_tag
        && reference != void)
       X1 = input_iterator_tag
    else
        X1 = output_iterator_tag
}
```

2. X is convertible to TraversalCategory