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## C# HW 19

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##### 1. What is an enumerable collection?

1. Is an interface defining a single method GetEnumerator() that returns an IEnumerator interface.

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##### 2.What properties and methods does the IEnumerable interface contain?

2. It contains the System. Collection.Generic namespace and works with linq query expression.

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##### 3. What properties and methods does the IEnumerator interface contain?

3. It has the Properties Current and the Method MoveNext and reset.

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##### 4.What values does the MoveNext() method return? What does it do?

4. Will return a boolean true or false. Move the pointer to the bottom.

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##### 5.What values does the Reset() method return? What does it do?

5. Returns voids. It returns nothing.

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##### 6.Are IEnumerable and IEnumerator type safe? Why or why not? If not, how do you implement type safety?

6. No, Because returns an object rather than a specific type. You use it by using the generic method.

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##### 7 Why don’t recursive methods retain state when used with data structures like binary trees?

7. Only computes one value at a time and confirm it.

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##### 8 How do you define an enumerator?

8. You implement current reset and move MoveNext()

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##### 9 What is an iterator?

9. Points the next item of the collection.

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##### 10 What does yield do?

10. Dump one things at a time instead of everything at the same time.

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