

```
1 #include "FibonacciSequenceIterator.h"
2
3 FibonacciSequenceIterator::FibonacciSequenceIterator(const      ↗
    FibonacciSequenceGenerator& aSequenceObject,
4     long long aStart) noexcept :
5     fSequenceObject(aSequenceObject), fIndex(aStart)
6 {}
7
8 // iterator methods
9 const long long& FibonacciSequenceIterator::operator*() const noexcept
10 {
11     return *fSequenceObject;
12 }
13
14 FibonacciSequenceIterator& FibonacciSequenceIterator::operator++()      ↗
    noexcept
15 {
16     fSequenceObject.next();
17     fIndex++;
18     return *this;
19 }
20
21 FibonacciSequenceIterator FibonacciSequenceIterator::operator++(int)      ↗
    noexcept
22 {
23     FibonacciSequenceIterator lOld = *this;
24     ++(*this);
25     return lOld;
26 }
27
28 bool FibonacciSequenceIterator::operator==(const      ↗
    FibonacciSequenceIterator& aOther) const noexcept
29 {
30     return fIndex == aOther.fIndex;
31 }
32
33 bool FibonacciSequenceIterator::operator!=(const      ↗
    FibonacciSequenceIterator& aOther) const noexcept
34 {
35     return !(*this == aOther);
36 }
37
38 // iterator auxiliary methods
39
40 // return new iterator positioned at start
41 FibonacciSequenceIterator FibonacciSequenceIterator::begin() const      ↗
    noexcept
42 {
43     FibonacciSequenceIterator lTemp = *this;
44     lTemp.fIndex = 1;
45     return lTemp;
46 }
47
```

```
48 // return new iterator positioned at limit
49 FibonacciSequenceIterator FibonacciSequenceIterator::end() const      ↗
    noexcept
50 {
51     FibonacciSequenceIterator lTemp = *this;
52     lTemp.fIndex = 93;
53     return lTemp;
54 }
```