<<Interface>>
Iterable

+   iterator()

◄ Creates

<<Interface>>
Iterator

+   next(): Student
+   hasNext(): boolean
+   remove(): void

Course

+   iterator(): Iterator<Student>

-    iter_ara: Student[]

Creates ►

CourseIterator

+   CourseIterator()
+   next(): Student
+   hasNext(): boolean
+   remove(): void

-    ara: Student[]
-    currIndex: int

Team <<Interface>>
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Iterator UML
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