CSE12 - Lecture 22

Monday, November 27, 2023 8:00 AM

PA8 and PA6 Late/Resubmit - due Wednesday @ 8am

Lecture 22

Iterators

What is an iterator used for in Java?

Visit, in some order, all elements of a collection

↳ use in a for-each loop for (int i : arr) { }

What is the interface needed for creating an iterator?

Iterable<E> → Iterable<Integer>

What method(s) do we need to implement for that interface?

Iterator<E> iterator() { }

Iterator<Integer> iterator() { }

What class do we need to create to hold the iterators state?

Iterator<E>

Iterator<Integer>

Where should that class be created?

private inner class

inside our collection or data structure

What interface does it need to implement?

Iterator<E>

What method(s) do we need to implement for that interface?

E next() → Integer next()

boolean hasNext()

What is the process to iterate over an object? (next method)

1. save the current value into a temp variable
2. move to the next item (update state)
3. return the value

Name: _____ PID: _____ Code: 6627

```
class MyClass<E> implements Iterable<E> {
    class MyIterator<E> implements Iterator<E> {
        // state -> fields
        public MyIterator(___) {
            // save initial state
        }
        public E next() {
            return null;
        }
        public boolean hasNext() {
            return false;
        }
    }
    // fields of MyClass
    public Iterator<E> iterator() {
        return new MyIterator(___);
    }
}
```

```
MyClass<Integer> myC = new ____
for (Integer i : myc) {
    S.o.p(i);
}
```

```
Iterator<Integer> itr = myc.iterator();
while ( itr.hasNext() ) {
    Integer i = myc.next();
    S.o.p(i);
}
```

How could we make our linked list work in an enhanced for loop? What changes would we need to make to the LList class?

```
LList<Integer> list = new LList<Integer>();

//code to add data to list

for (Integer i: list) {
  System.out.println(i);
}
```

```
public class LList<E> {
  Node front;
  int size;

  LList() { //... }
  public void prepend(E value) { //... }
  public E get(int index) { //... }
  public int size() { //... }
```

implements Iterable<E>

boolean changed = false;

changed = true;

```
class Node<E> {
  E value;
  Node<E> next;
  public Node(E value, Node<E> next) {
    this.value = value;
    this.next = next;
  }
}
```

```
class LLIterator<E> implements Iterator<E> {
  // state -> fields
  Node<E> current;
  public MyIterator(____) {
    current = front.next;
  }
    changed = false;
  public E next() {
  }
  public boolean hasNext() {
    return current != null;
  }
}

public Iterator<E> iterator() {
    return new LLIterator();
}
```

```
if (changed)
  // throw an exception
① E temp = current.value;
② current = current.next;
③ return temp;
```

```
}
```