A Fibonacci Iterator

Now you're ready to learn how to build an iterator. An iterator is just a class that defines an __iter__() method.

```
class Fib:
                                                   #1
   def init (self, max):
                                                   #2
       self.max = max
   def __iter__(self):
                                                   #3
       self.a = 0
        self.b = 1
        return self
   def __next__(self):
                                                   #4
       fib = self.a
       if fib > self.max:
            raise StopIteration
        self.a, self.b = self.b, self.a + self.b
        return fib
                                                   #6
```

- ① To build an iterator from scratch, Fib needs to be a class, not a function.
- ② "Calling" Fib(max) is really creating an instance of this class and calling its __init__() method with max. The __init__() method saves the maximum value as an instance variable so other methods can refer to it later.
- The __iter__() method is called whenever someone calls iter(fib). (As you'll see in a minute, a for loop will call this automatically, but you can also call it yourself manually.) After performing beginning-of-iteration initialization (in this case, resetting self.a and self.b, our two counters), the __iter__() method can return any object that implements a __next__() method. In this case (and in most cases), __iter__() simply returns self, since this class implements its own __next__() method.
- ④ The __next__() method is called whenever someone calls next() on an iterator of an instance of a class. That will make more sense in a minute.
- (1) When the next (1) method raises a Ston I tonation exception this signals

to the caller that the iteration is exhausted. Unlike most exceptions, this is not

an error; it's a normal condition that just means that the iterator has no more values to generate. If the caller is a for loop, it will notice this StopIteration exception and gracefully exit the loop. (In other words, it will swallow the exception.) This little bit of magic is actually the key to using iterators in for loops.

© To spit out the next value, an iterator's __next__() method simply returns the value. Do not use yield here; that's a bit of syntactic sugar that only applies when you're using generators. Here you're creating your own iterator from scratch; use return instead.

All three of these class methods, __init__, __iter__, and __next__, begin and end with a pair of underscore (_) characters. Why is that? There's nothing magical about it, but it usually indicates that these are "special methods." The only thing "special" about special methods is that they aren't called directly; Python calls them when you use some other syntax on the class or an instance of the class. More about special methods.

Thoroughly confused yet? Excellent. Let's see how to call this iterator:

```
from fibonacci2 import Fib
for n in Fib(1000):
    print(n, end=' ')
#0 1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987
```

Why, it's exactly the same! Byte for byte identical to how you called Fibonaccias-a-generator (modulo one capital letter). But how?

There's a bit of magic involved in for loops. Here's what happens:

- The for loop calls Fib(1000), as shown. This returns an instance of the Fib class. Call this fib inst.
- Secretly, and quite cleverly, the for loop calls iter(fib_inst), which returns an iterator object. Call this fib_iter. In this case, fib_iter ==

doesn't know (or care) about that.

- To "loop through" the iterator, the <code>for</code> loop calls <code>next(fib_iter)</code>, which calls the <code>__next__()</code> method on the <code>fib_iter</code> object, which does the next-Fibonacci-number calculations and returns a value. The <code>for</code> loop takes this value and assigns it to <code>n</code>, then executes the body of the <code>for</code> loop for that value of <code>n</code>.
- How does the for loop know when to stop? I'm glad you asked! When next(fib_iter) raises a StopIteration exception, the for loop will swallow the exception and gracefully exit. (Any other exception will pass through and be raised as usual.) And where have you seen a StopIteration exception? In the __next__() method, of course!