

# Iterators

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## Announcements

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**iter**(iterable): Return an iterator over the elements  
of an iterable value

**next**(iterator): Return the next element in an iterator

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(Demo)

## Dictionary Iteration

## Views of a Dictionary

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An *iterable* value is any value that can be passed to `iter` to produce an iterator

An *iterator* is returned from `iter` and can be passed to `next`; all iterators are mutable

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>>> v = iter(d.values())
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(Demo)

## For Statements

(Demo)

## Built-In Iterator Functions

## Built-in Functions for Iteration

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`zip(first_iter, second_iter):` Iterate over co-indexed `(x, y)` pairs

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(Demo)

Zip

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Implement **palindrome**, which returns whether *s* is the same forward and backward.

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If one iterable is longer than the other, **zip** only iterates over matches and skips extras.

```
>>> list(zip([1, 2], [3, 4, 5]))
[(1, 3), (2, 4)]
```

More than two iterables can be passed to **zip**.

```
>>> list(zip([1, 2], [3, 4, 5], [6, 7]))
[(1, 3, 6), (2, 4, 7)]
```

Implement **palindrome**, which returns whether *s* is the same forward and backward.

```
>>> palindrome([3, 1, 4, 1, 3])
True
>>> palindrome([3, 1, 4, 1, 5])
False
```

## The Zip Function

---

The built-in **zip** function returns an iterator over co-indexed tuples.

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False
```

```
>>> palindrome('seveneves')
True
>>> palindrome('seven eves')
False
```

## Using Iterators

## Reasons for Using Iterators

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An iterator bundles together a sequence and a position within that sequence as one object.

- Passing that object to another function always retains the position.
- Useful for ensuring that each element of a sequence is processed only once.
- Limits the operations that can be performed on the sequence to only requesting `next`.

## Example: Casino Blackjack

---

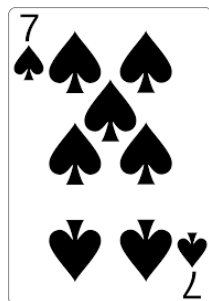
**Player:**

**Dealer:**

## Example: Casino Blackjack

---

**Player:**

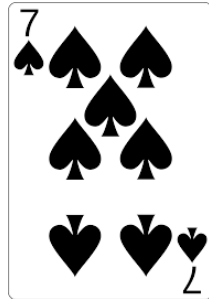


**Dealer:**

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---

**Player:**



**Dealer:**

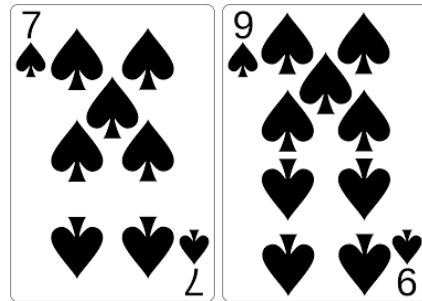




## Example: Casino Blackjack

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**Player:**



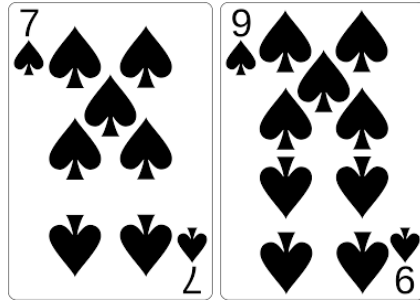
**Dealer:**



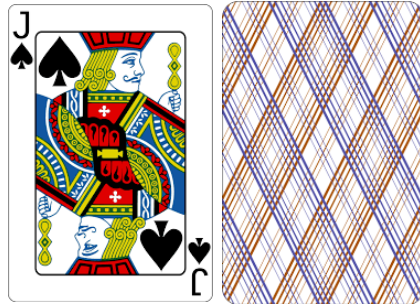
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**Player:**



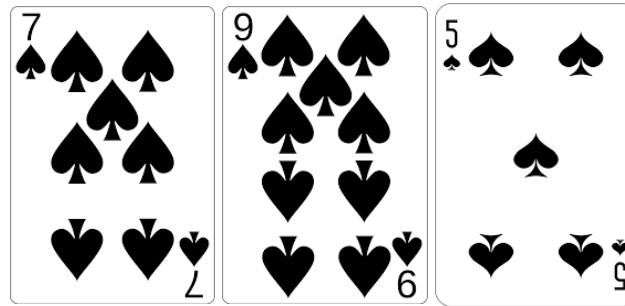
**Dealer:**



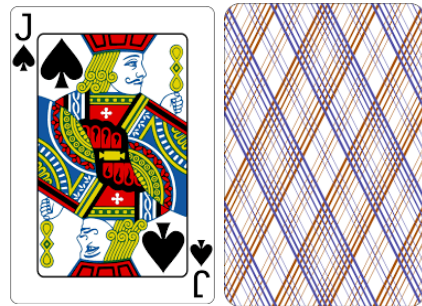
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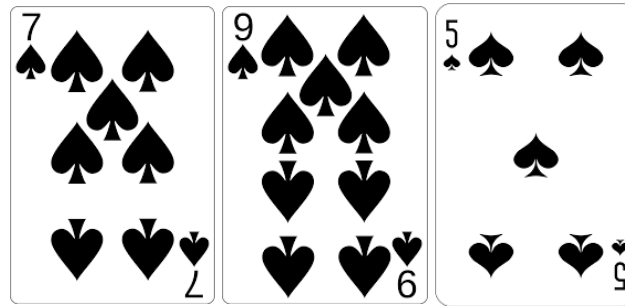
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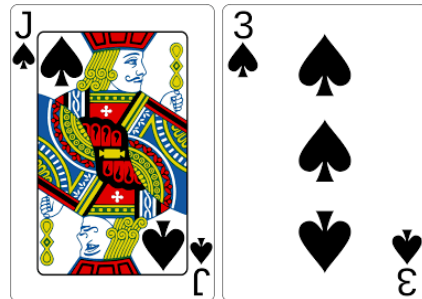
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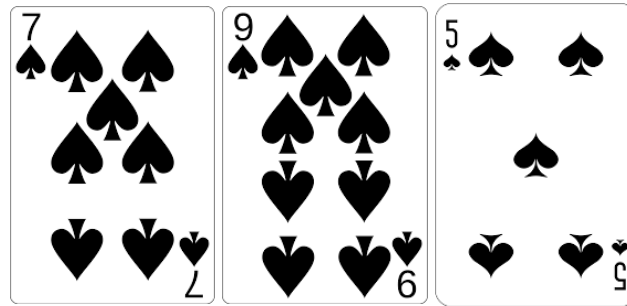
**Dealer:**



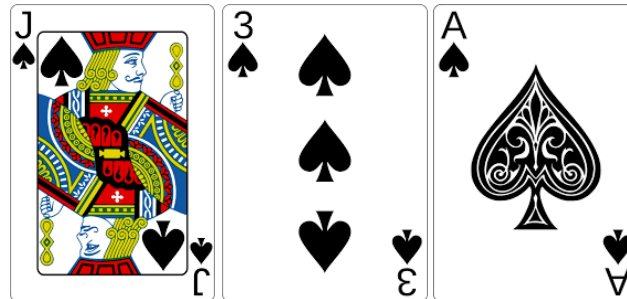
## Example: Casino Blackjack

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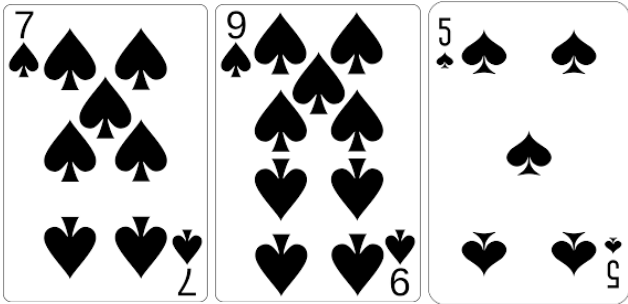


**Dealer:**

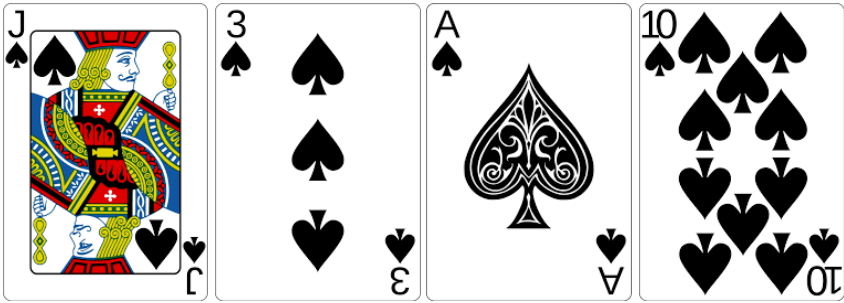


# Example: Casino Blackjack

Player:

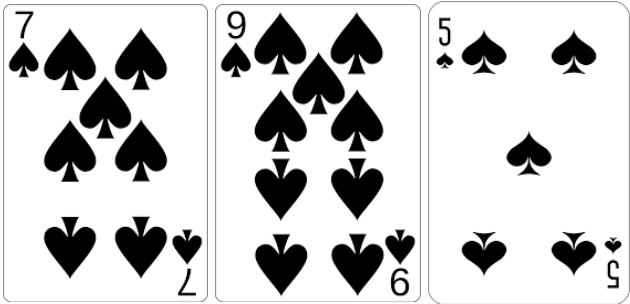


Dealer:

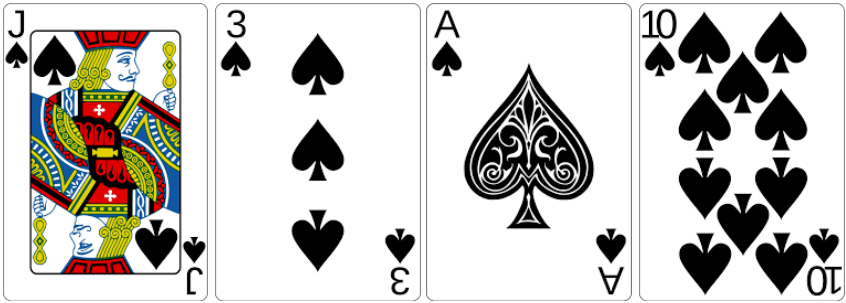


# Example: Casino Blackjack

Player:



Dealer:



(Demo)