

What Is an Iterator?

- An object that traverses a collection of data
- Similar to bookmark
- During iteration, each data item is considered once
 - Possible to modify item as accessed
- Should be implemented as a distinct class that interacts with the collection

Why Iterators?

```
ArrayList<Integer> values = new ArrayList<Integer>();  
...  
//add 6 numbers to values  
...  
  
// The goal is to remove all even numbers  
for(int i = 0; i < 6 ; i++){  
    if (values.get(i) % 2 == 0)  
        values.remove(i);  
}  
  
// Same here. But which one do you think will work?  
for(Iterator<Integer> it = values.iterator(); it.hasNext();)  
    if(it.next() % 2 == 0)  
        it.remove();  
  
System.out.println("Result:" + values.toString());
```

1	4	18	2	3	7
0	1	2	3	4	5
↑	↑				

1	18	2	3	7
0	1	2	3	4
		↑		

1	18	3	7	
0	1	2	3	4
			↑	↑

↑
0
↑
2
3
4
5

hasNext

```
boolean hasNext()
```

Returns true if the iteration has more elements. (In other words, returns true if next() would return an element rather than throwing an exception.)

Returns:

true if the iteration has more elements

next

```
E next()
```

Returns the next element in the iteration.

Returns:

the next element in the iteration

Throws:

`NoSuchElementException` - if the iteration has no more elements

remove

```
default void remove()
```

Removes from the underlying collection the last element returned by this iterator (optional operation). This method can be called only once per call to next(). The behavior of an iterator is unspecified if the underlying collection is modified while the iteration is in progress in any way other than by calling this method.

Implementation Requirements:

The default implementation throws an instance of `UnsupportedOperationException` and performs no other action.

Throws:

`UnsupportedOperationException` - if the remove operation is not supported by this iterator

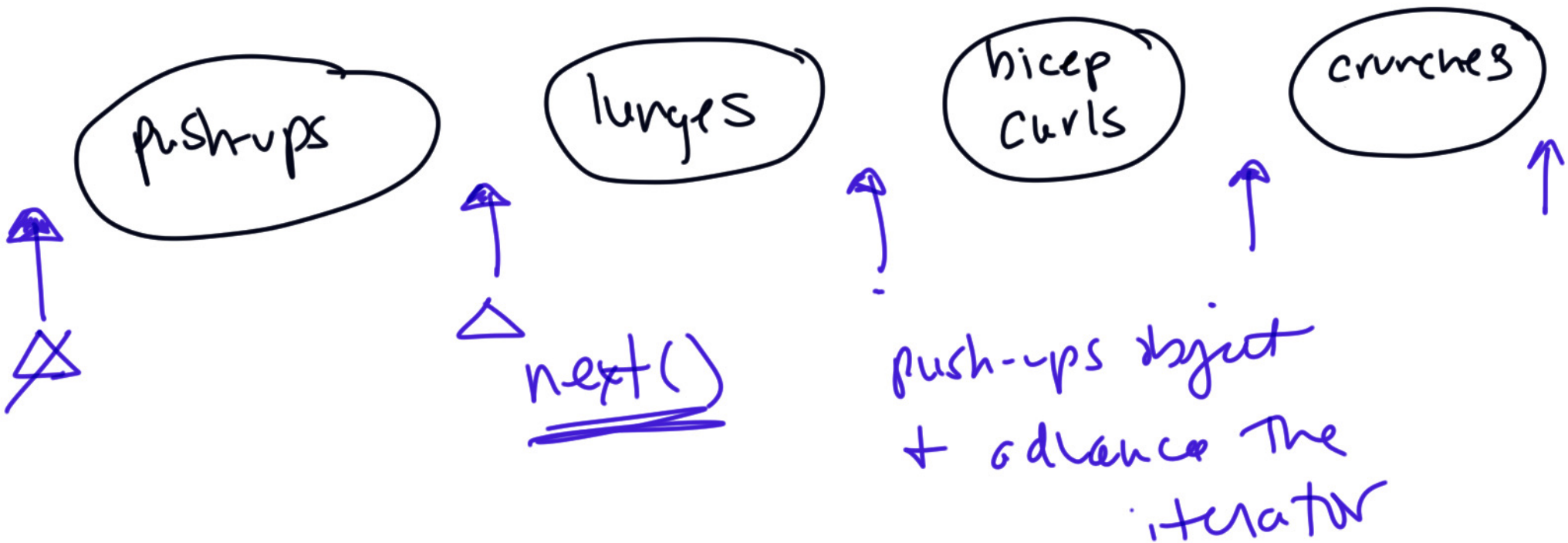
`IllegalStateException` - if the next method has not yet been called, or the remove method has already been called after the last call to the next method

boolean hasNext()

E next()

void remove() ← optional

★ Think of iterator like a bookmark or cursor, it rests between items



Multiple Iterators

