Iterators

October 7 2002 Reading Assignment Chapter 4

Iterator pattern

- An iterator is an object that allows us to enumerate or go through all the elements of a collection or a data structure
- An iterator object controls iteration of the elements of a collection
- The Java collections API uses the iterator pattern extensively
- What if the collection is modified while an iterator is in use?
 - ≤ copy: iterator operates on a snapshot taken at instantiation
 - \measuredangle fail-fast: iterator throws an exception on the next method call
 - \measuredangle flexible: iterator tries to adjust to the changes in a manner that varies with the collection type



Implementation of iterators

- I terators can be defined separately from the data structure class or as an inner class of the data structure class
- If an iterator is defined as a separate class, then except for naming conventions and passing the data structure to the constructor as a parameter, it is not clear to which data structure it belongs. Also too much information of the implementation is exposed.
- A better strategy is to define the iterator as an inner class of the data structure. As a result, the iterator is intimately tied to the data structure and the implementation details are nicely hidden (i.e., information hiding software engineering principle is followed).
- We first present the better solution, the inner class solution and then the separate class solution.

Defining an inner class iterator

```
public class LinkedList {
       private class LocalIterator implements Enumeration {
         private Node curNode;
         public LocalIterator() {
           curNode = head;
         }
         public boolean hasMoreElements() {
           return curNode != null;
         }
         public Object nextElement() {
           Object c = curNode;
           curNode = curNode.getNext();
           return ((Node)c).getData();
         }
       }
       public Enumeration iterator() {
         return new LocalIterator();
       // other fields and methods of class LinkedList
     }
Iterators
```

Really nice thing about this is that you can have multiple hidden iterators for a class!

Using the inner class iterator

```
Stack s = new LinkedStack();
s.push(new Integer(4)); s.push(new Integer(7));
s.push(new Integer(9)); s.push(new String("CSc115"));
s.push(new String("CSc160")); s.push(new Double(3.14));
Enumeration litr = ((LinkedList)s).iterator();
while (litr.hasMoreElements()) {
 Object obj = litr.nextElement();
 if (obj instanceof Integer) {
   int k = ((Integer)obj).intValue();
   System.out.println("litr " + k);
  } else if (obj instanceof String) {
   String str = (String)obj;
   System.out.println("litr " + str);
  } else {
   System.out.println("litr unknown");
  }
}
```

Defining a separate class iterator

```
public class LinkedListFwIterator {
 private LinkedList 11;
 private Node curNode;
 public LinkedListFwIterator(LinkedList ll) {
   this.11 = 11;
   this.curNode = ll.getHead();
  }
 public boolean hasNext() {
   return curNode != null;
  }
 public Object next() {
   Object c = curNode;
   curNode = curNode.getNext();
   return ((Node)c).getData();
  }
 public void remove() {
   ll.delete(curNode);
  }
}
```

Using the separate class iterator

```
LinkedListFwIterator gitr =
    new LinkedListFwIterator((LinkedList)s);
while (gitr.hasNext()) {
    Object obj = gitr.next();
    if (obj instanceof Integer) {
        int k = ((Integer)obj).intValue();
        System.out.println("gitr " + k);
    } else if (obj instanceof String) {
        String str = (String)obj;
        System.out.println("gitr " + str);
    } else {
        System.out.println("gitr unknown");
    }
}
```

- In Eclipse: LinkedList.java (look at Dnode.java also)
 Exercise: With a partner read the code just handed out and make sure you understand it. Write on the sheet how you would add another iterator to the class which does a fifo iteration on the list.