

Java Iterators

Motivation

- We often want to access every item in a collection of items
 - We call this *traversing* or *iterating*
 - Example: array


```
for (int i = 0; i < array.length; i++)
    /* do something with array[i] */
```
 - Easy because we know exactly how an array works!

Motivation

- What if we want to traverse an arbitrary *collection* of objects?
 - Its underlying implementation may not be known to us
- Java provides an interface for stepping through all elements in *any* collection, called an *iterator*

Iterating through an ArrayList

- Iterating through an ArrayList of Strings:


```
for (int i = 0; i < list.size(); i++) {
    String s = list.get(i);
    //do something with s
}
```
- Alternative:


```
while (list.hasNext()) {
    String s = list.next();
}
```

This syntax of iteration is generic and applies to any Java class that implements the Iterator interface.

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- Alternative:


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while (list.hasNext()) {
    String s = list.next();
}
```

Advantage of the alternative: the code will work even if we decide to store the data in a different data structure (as long as it implements the iterator interface)

The Java **Iterator** Interface

- The Java API has a generic **interface** called `Iterator<T>` that specifies what methods are required of an iterator
 - `public boolean hasNext();` returns true if there are more elements to iterate over
 - `public T next();` returns the next element
 - `public void remove();` removes the last element returned by the iterator (*optional operation*)
- It is in the `java.util` package

The Java **Iterator** Interface

- `public boolean hasNext();` returns true if there are more elements to iterate over
- `public T next();` returns the next element
throws a `NoSuchElementException` if a next element does not exist
- `public void remove();` removes the last element returned by the iterator
optional operation: if you choose not to implement it, the method needs to throw an `UnsupportedOperationException`

The Java **Iterator** Interface

```
public interface Iterator<E> {
    /** Returns the next element. Throws a NoSuchElementException
     * if there is no next element. */
    public E next();

    /** Returns true if there is a next element to return. */
    public boolean hasNext();

    /** Removes the last element that was returned by next.
     * Throws an UnsupportedOperationException if the remove method
     * is not supported by this Iterator. Throws an
     * IllegalStateException if the next method has not yet been
     * called or if the remove method has already been called after
     * the last call to the next method. */
    public void remove();
}
```

Using an iterator

```

ArrayIterator<Integer> itr = new
    ArrayIterator<Integer>(array);
while (itr.hasNext()){
    Integer element = itr.next();
}

```

Example: an array iterator

```

public class ArrayIterator<T> implements Iterator<T>{
    private int current;
    private T[] array;
    public ArrayIterator (T [] array){
        this.array = array;
        this.current = 0;
    }
    public boolean hasNext(){
        return (current < array.length);
    }
    public T next(){
        if (!hasNext())
            throw new NoSuchElementException();
        current++;
        return array[current - 1];
    }
}

```

The Iterable interface

Given an ArrayList we can do:

```

while (list.hasNext()) {
    String s = list.next();
}

```

We can also do:

```

for (String s : list) {
    //do something with s
}

```

That's because it is **iterable**

The Iterable interface

- The Java API has a generic interface called **Iterable<T>** that allows an object to be the target of a "foreach" statement
 - `public Iterator<T> iterator();` returns an iterator
- Why do we need **Iterable**?
 - An Iterator can only be used once, Iterables can be the subject of "foreach" multiple times.

Why use Iterators?

- Traversing through the elements of a collection is very common in programming, and iterators provide a *uniform* way of doing so.
 - Advantage? Using an iterator, we don't need to know how the data structure is implemented!
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