

# The Iterator Pattern

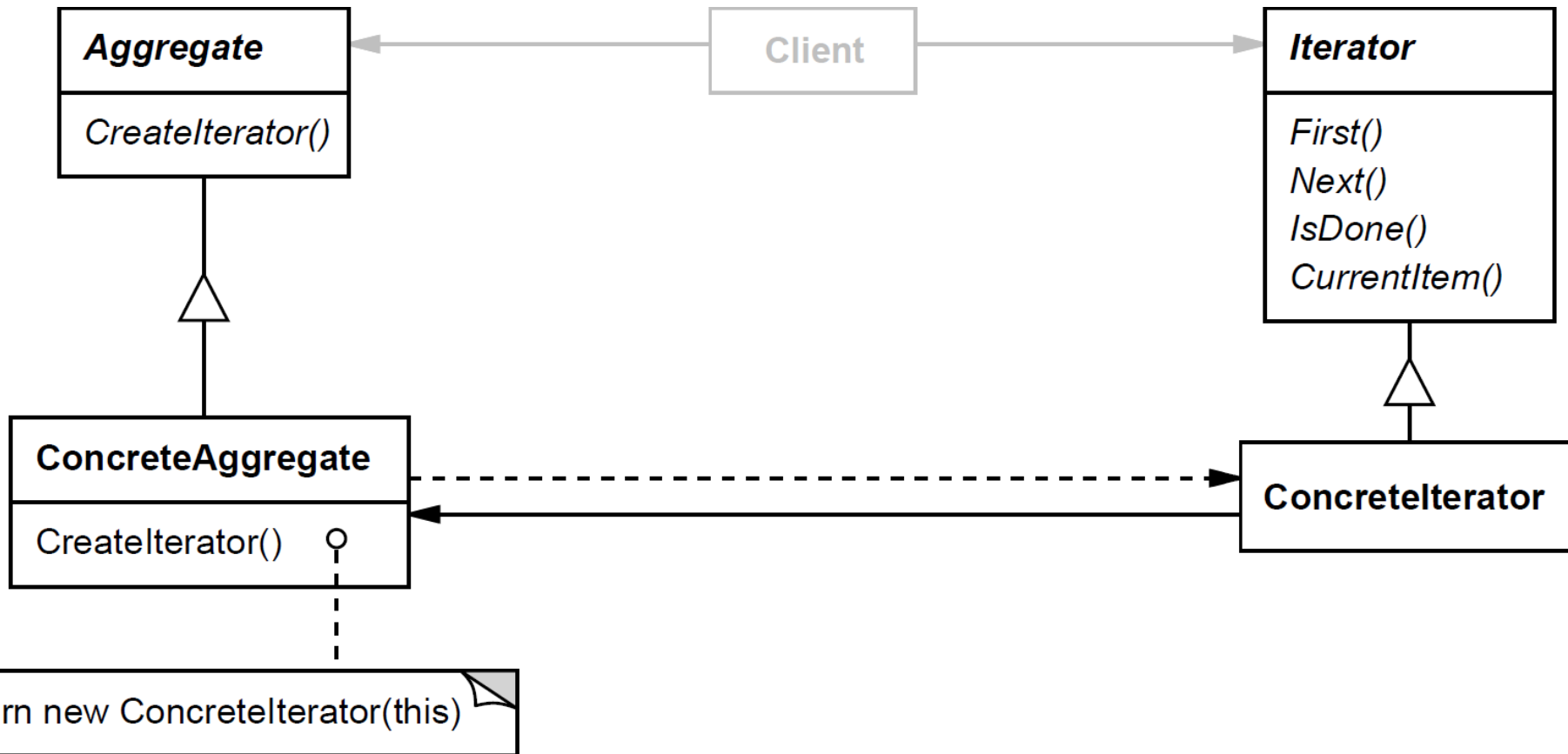
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## Structure & Functionality

Douglas C. Schmidt

# Learning Objectives in This Lesson

- Recognize how the *Iterator* pattern can be applied to access all nodes in an expression tree flexibly & extensibly.
- Understand the structure & functionality of the *Iterator* pattern.



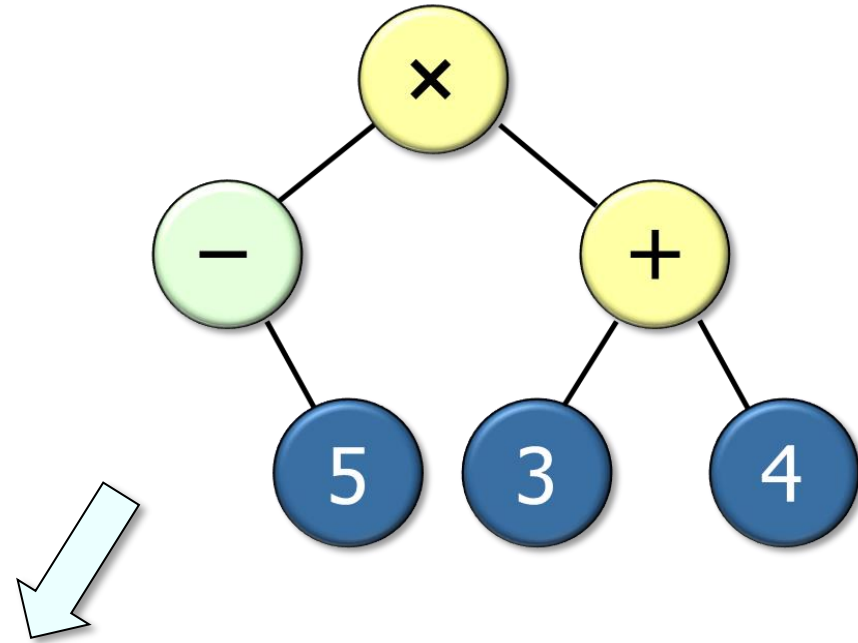
Douglas C. Schmidt

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# Structure & Functionality of the Iterator Pattern

## Intent

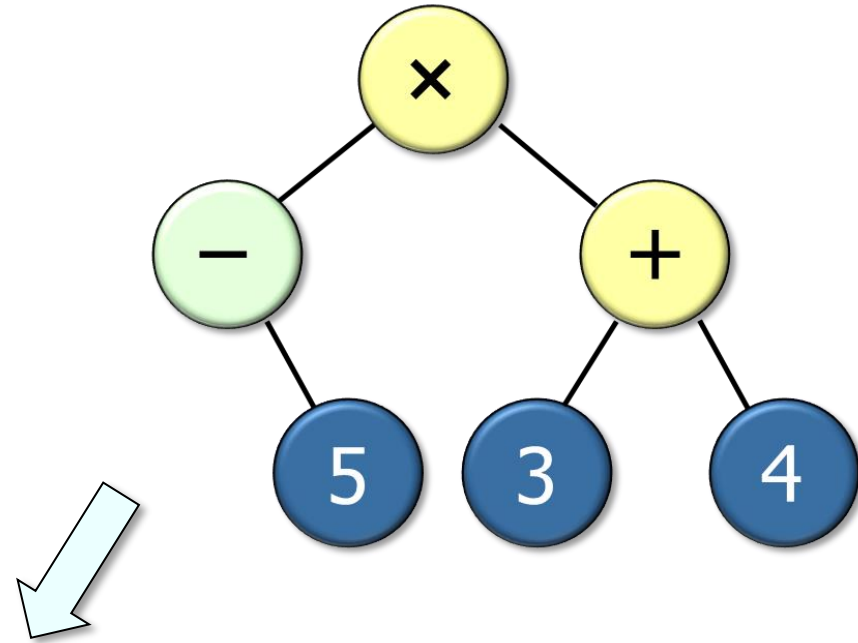
- Access elements of an aggregate without exposing its representation



- "In-order" traversal =  $-5 \times (3+4)$
- "Pre-order" traversal =  $\times - 5 + 34$
- "Post-order" traversal =  $5 - 34 + \times$
- "Level-order" traversal =  $\times - + 534$

## Applicability

- Require multiple traversal algorithms over an aggregate



- "In-order" traversal =  $-5 \times (3+4)$
- "Pre-order" traversal =  $\times - 5 + 34$
- "Post-order" traversal =  $5 - 34 + \times$
- "Level-order" traversal =  $\times - + 534$

## Applicability

- Require multiple traversal algorithms over an aggregate
- Require a uniform traversal interface over different aggregates

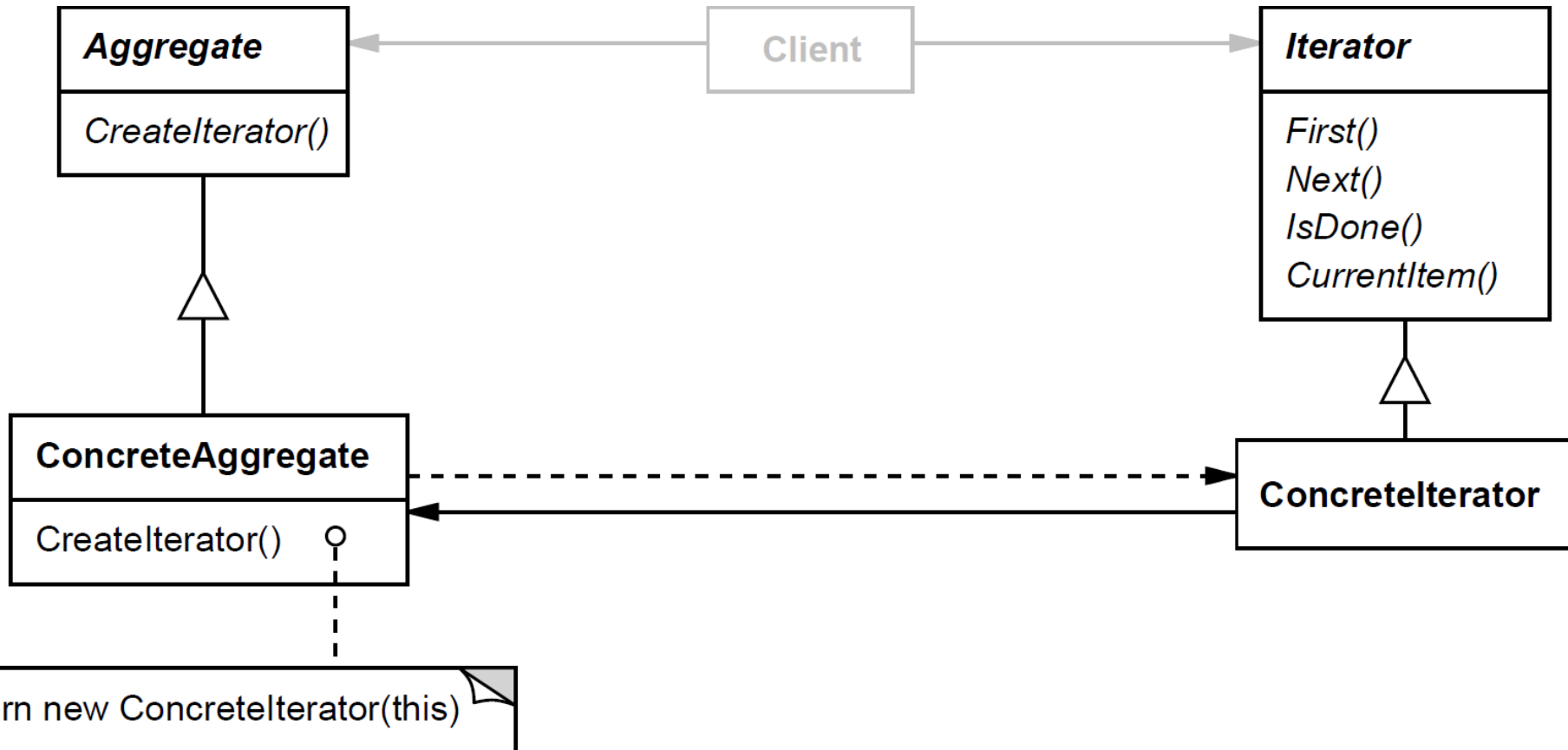
properties	valid expressions
<i>copy-constructible, copy-assignable and destructible</i>	X <code>b(a);</code> <code>b = a;</code>
Can be incremented	<code>++a</code> <code>a++</code>
Supports equality/inequality comparisons	<code>a == b</code> <code>a != b</code>
Can be dereferenced as an <i>rvalue</i>	<code>*a</code> <code>a-&gt;m</code>
Can be dereferenced as an <i>lvalue</i> (only for <i>mutable iterator types</i> )	<code>*a = t</code> <code>*a++ = t</code>
<i>default-constructible</i>	X <code>a;</code> X <code>()</code>
Multi-pass: neither dereferencing nor incrementing affects dereferenceability	{ <code>b=a; *a++;</code> <code>*b; }</code>
Can be decremented	<code>--a</code> <code>a--</code> <code>*a--</code>
Supports arithmetic operators + and -	<code>a + n</code> <code>n + a</code> <code>a - n</code> <code>a - b</code>
Supports inequality comparisons (<, >, <= and >=) between iterators	<code>a &lt; b</code> <code>a &gt; b</code> <code>a &lt;= b</code> <code>a &gt;= b</code>
Supports compound assignment operations += and -=	<code>a += n</code> <code>a -= n</code>
Supports offset dereference operator ([])	<code>a[n]</code>

## Applicability

- Require multiple traversal algorithms over an aggregate
- Require a uniform traversal interface over different aggregates
- When aggregate classes & traversal algorithm(s) must vary independently

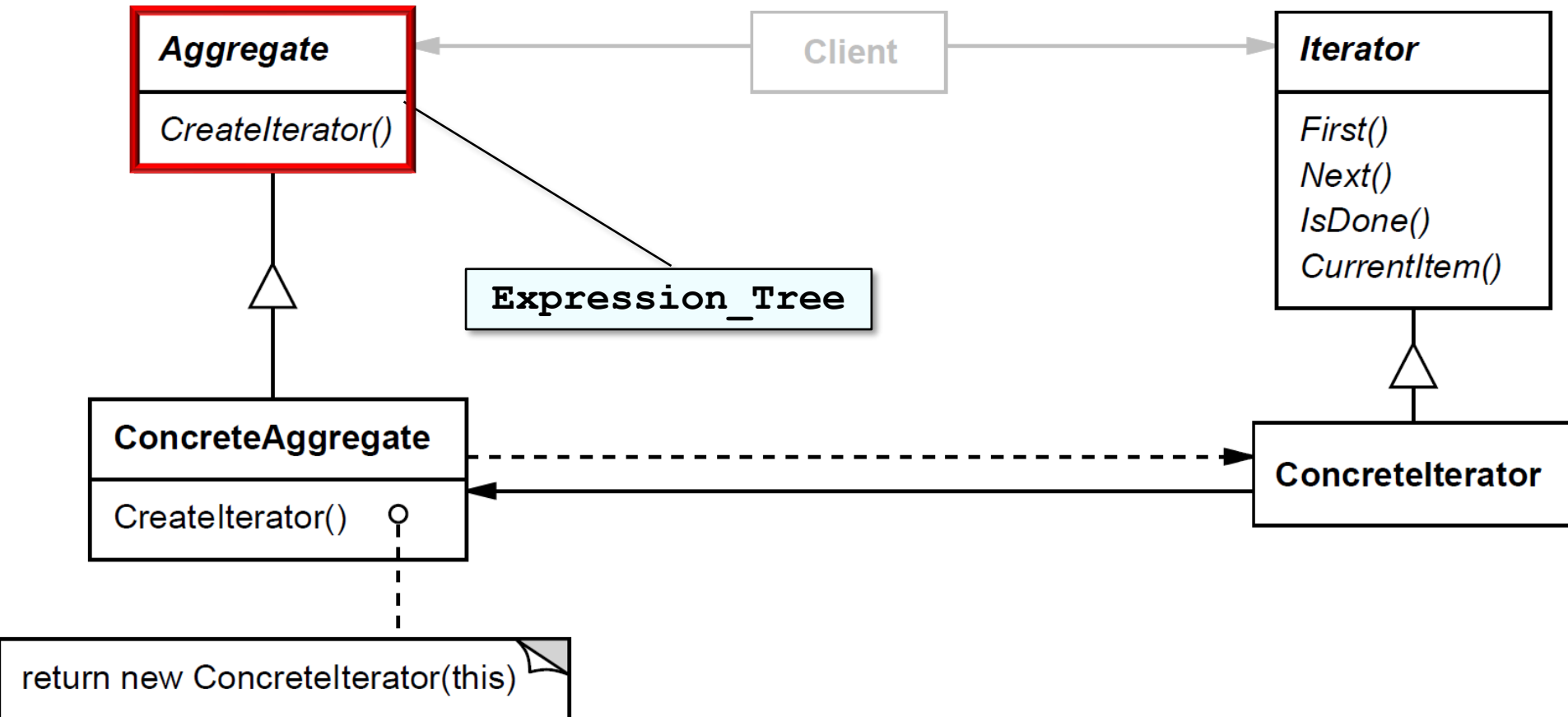
Properties	Containers
<code>++It, It++, *It</code> <code>It == It2, It != It2</code>	<code>std::unordered_set</code> <code>std::unordered_map</code> <code>std::unordered_multiset</code> <code>std::unordered_multimap</code> <code>std::forward_list</code>
<code>--It, It--</code>	<code>std::set</code> <code>std::map</code> <code>std::multiset</code> <code>std::multimap</code> <code>std::list</code>
<code>It[i]</code> <code>It += n, It -= n</code> <code>It + n, It - n</code> <code>n + It</code> <code>It - It2</code> <code>It &lt; It2, It &lt;= It2,</code> <code>It &gt; It2, It &gt;= It2</code>	<code>std::array</code> <code>std::vector</code> <code>std::deque</code> <code>std::string</code>

## Structure & participants





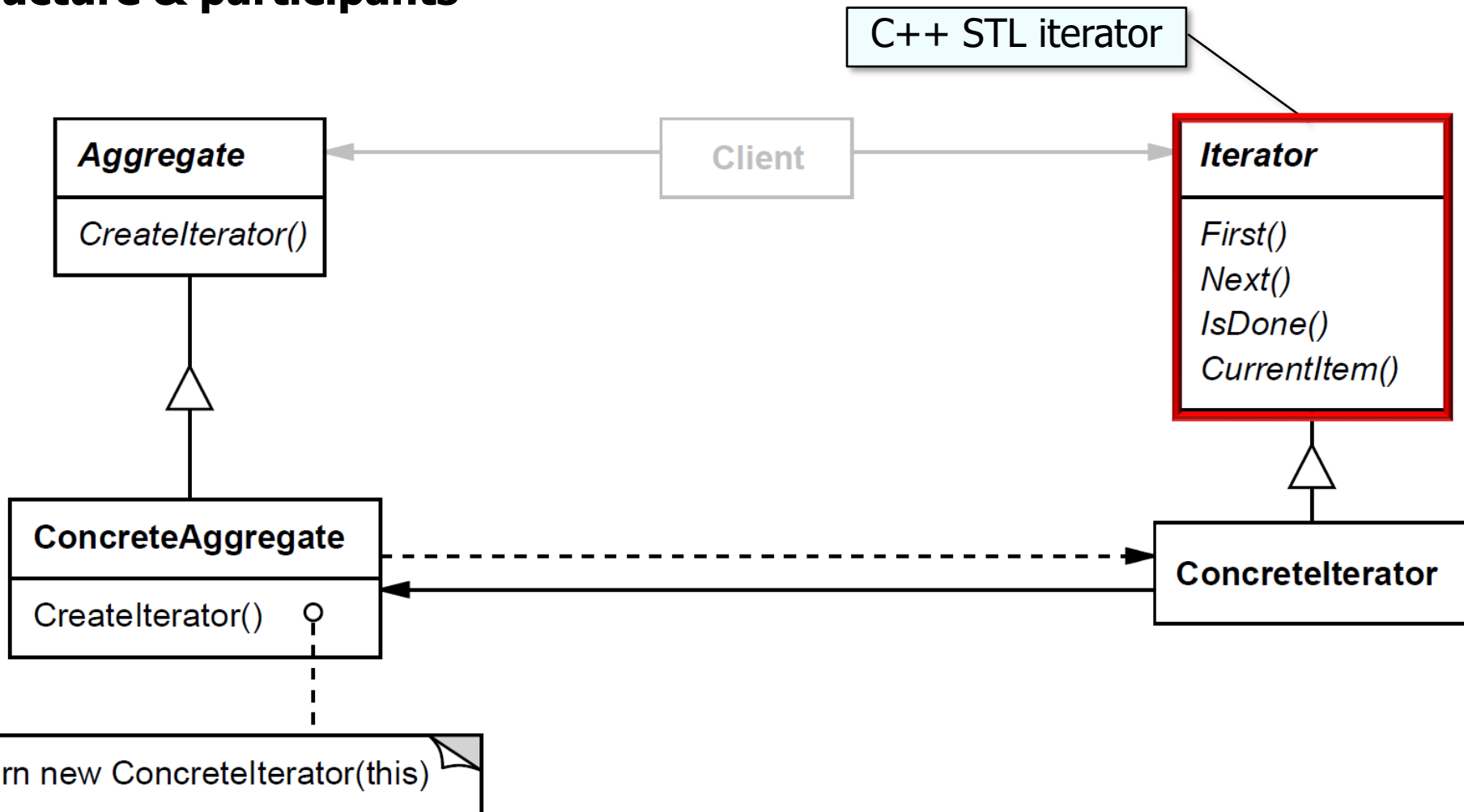
## Structure & participants



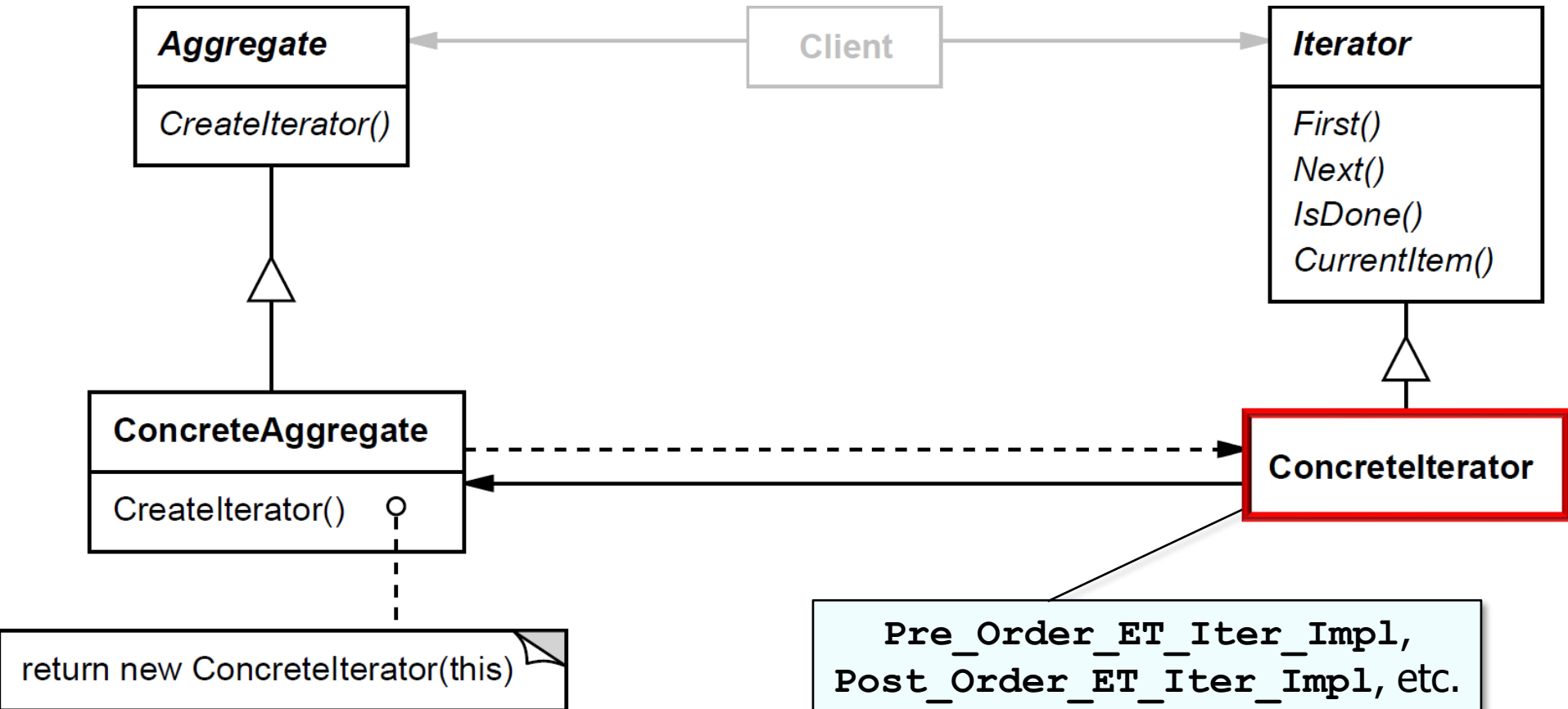
# Iterator

# GoF Object Behavioral

## Structure & participants



## Structure & participants



## Structure & participants

