

# Von der Schleife zum Iterator

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int i = 1;

while (i<=10) {
    System.out.println(i*i);
    i = i + 1;
}
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    System.out.println(i*i);
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    i = i + 1;
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→ **Initialisiere**

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int i = 1;
while (i<=10) {
    System.out.println(i*i);
    i = i + 1;
}
```

→ Initialisiere

→ Teste auf weiteren Durchlauf

```
int i = 1;
while (i<=10) {
    System.out.println(i*i);
    i = i + 1;
}
```

→ Initialisiere

→ Teste auf weiteren Durchlauf

→ **Schalte weiter**

```
int i = 1;
while (i<=10) {
    System.out.println(i*i);
    i = i + 1;
}
```

- Initialisiere
- Teste auf weiteren Durchlauf
- Schalte weiter
- **Schleifenrumpf**

```
int i = 1;
while (i<=10) {
    System.out.println(i*i);
    i = i + 1;
}
```

→ Initialisiere

→ Teste auf weiteren Durchlauf

→ Schalte weiter

→ Schleifenrumpf

```
int i = 1;
while (i<=10) {
    System.out.println(i*i);
    i = i + 1;
}
for(                                     ){
}
}
```

```
int i = 1;
while (i<=10) {
    System.out.println(i*i);
    i = i + 1;
}
for(int i = 1;           ) {
}
}
```

```
int i = 1;
while (i<=10) {
    System.out.println(i*i);
    i = i + 1;
}
for(int i = 1; i<=10; ) {
}
```



```
int i = 1;
while (i<=10) {
    System.out.println(i*i);
    i = i + 1;
}

for(int i = 1; i<=10; i = i + 1) {

}
```

```
int i = 1;
while (i<=10) {
    System.out.println(i*i);
    i = i + 1;
}
```

```
for(int i = 1; i<=10; i = i + 1) {
    System.out.println(i*i);
}
```

```
for(int i = 1; i <= 10; i = i + 1) {  
    System.out.println(i*i);  
}
```



```
for(int i = 1; i <= 10; i = i + 1) {  
    System.out.println(i*i);  
}
```

```
public interface Loop {  
    boolean test();  
  
}
```

```
for(int i = 1; i <= 10; i = i + 1) {  
    System.out.println(i*i);  
}
```

```
public interface Loop {  
    boolean test();  
    void step();  
}
```

```
for(int i = 1; i <= 10; i = i + 1) {  
    System.out.println(i*i);  
}
```

```
public interface Loop {  
    boolean test();  
    void step();  
    void body();  
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```
public interface Loop {  
    boolean test();  
    void step();  
    void body();  
}
```

```
abstract class AbstractLoop<E> implements Loop{  
    public E current;  
  
}
```

```
public interface Loop {  
    boolean test();  
    void step();  
    void body();  
}
```

```
abstract class AbstractLoop<E> implements Loop{  
    public E current;  
    public AbstractLoop(E current) {  
        this.current = current;  
    }  
}
```

```
abstract class AbstractLoop<E> implements Loop {
    E current;
    public AbstractLoop(E current) {
        this.current = current;
    }
}
```

```
public class Counter  
    extends AbstractLoop<Integer>{
```

```
public class Counter  
    extends AbstractLoop<Integer>{
```

```
    public Counter(Integer c) {  
        super(c);  
    }
```



```
public class Counter
    extends AbstractLoop<Integer>{
    public Counter(Integer c) {
        super(c);
    }
    @Override
    public boolean test() {
        return current <= 10;
    }
}
```

```
public class Counter
    extends AbstractLoop<Integer>{
    public Counter(Integer c) {
        super(c);
    }
    @Override public boolean test() {
        return current <= 10;
    }
    @Override public void step() {
        current = current + 1;
    }
}
```

```
public class Counter
    extends AbstractLoop<Integer>{
    public Counter(Integer c) {
        super(c);
    }
    @Override public boolean test() {
        return current <= 10;
    }
    @Override public void step() {
        current = current + 1;}
    @Override public void body() {
        System.out.println(
            current * current);
    }
}
```

```
public class Counter
    extends AbstractLoop<Integer>{
public Counter(Integer c) {
    super(c);
}
@Override public boolean test() {
    return getCurrent() <= 10;
}
@Override public void step() {
    current = current + 1;
}
@Override public void body() {
    System.out.println(current * current);
}
}
```

```
for ( Loop l = new Counter(1)
      ; l.test()
      ; l.step() ) {
    l.body();
}
```

```
Loop loop = new Counter(1);
```

```
for ( ; loop.test(); loop.step()) {  
    loop.body();  
}
```

```
default void runLoop() {  
    for ( ; test(); step()) {  
        body();  
    }  
}
```

```
Loop loop = new Counter(1);
```

```
loop.runLoop();
```

java.util

# Interface Iterator<E>

## *Method Summary*

All Methods

Instance Methods

Abstract Methods

Default Methods

Modifier and Type

Method and Description

boolean

**hasNext()**

Returns true if the iteration has more elements.

E

**next()**

Returns the next element in the iteration.



```
import java.util.Iterator;
public class Bis10 implements Iterator<Integer>{
    int i;
    public Bis10(int i) {
        this.i = i;
    }
    @Override public boolean hasNext() {
        return i<=10;
    }
    @Override public Integer next() {
        return i++;
    }
}
```

```
public static void main(String[] args) {  
    for ( Iterator<Integer> l  = new Bis10(1)  
        ; l.hasNext()  
        ;           ){  
        int i = l.next();  
        System.out.println(i*i);  
    }  
}
```

All Methods

Instance Methods

Abstract Methods

Default Methods

Modifier and Type

Method and Description

default void

`forEachRemaining(Consumer<? super E> action)`

Performs the given action for each remaining element until all elements have been processed or the action throws an exception.

```
public static void main(String[] args) {  
    Iterator<Integer> loop = new Bis10(1);  
  
    loop.forEachRemaining  
        (i -> System.out.println(i));  
}
```

public interface **Iterable**<T>

Implementing this interface allows an object to be the target of the "for-each loop" statement. See **For-each Loop**

### *Method Summary*

All Methods

Instance Methods

Abstract Methods

Default Methods

Modifier and Type

Method and Description

**Iterator**<T>

**iterator**()

Returns an iterator over elements of type T.

```
Iterable<Integer> iter = () -> new Bis10(3);  
  
for (Integer i : iter){  
    System.out.println(i*i);  
}
```