

1 Iterator Interface

In Java, an **iterator** is an object which allows us to traverse a data structure in linear fashion. Every iterator has two methods: `hasNext` and `next`.

```
interface IntIterator {  
    boolean hasNext();  
    int next();  
}
```

- 1.1 Consider the following code that demonstrates the `IntArrayIterator`.

```
int[] arr = {1, 2, 3, 4, 5, 6};  
IntIterator iter = new IntArrayIterator(arr);  
if (iter.hasNext()) {  
    System.out.println(iter.next()); // 1  
}  
if (iter.hasNext()) {  
    System.out.println(iter.next() + 3); // 5  
}  
while (iter.hasNext()) {  
    System.out.println(iter.next()); // 3 4 5 6  
}
```

2 Iterators & Exceptions

Define an `IntArrayIterator` class that works as described above.

```
public class IntArrayIterator implements IntIterator {  
  
    public IntArrayIterator(int[] arr) {  
  
    }  
  
    public boolean hasNext() {  
  
    }  
  
    public int next() {  
  
    }  
}
```


4 Iterators & Exceptions

1.2 Define an `IntListIterator` class that adheres to the `IntIterator` interface.

1.3 Define a method, `printAll`, that prints every element in an `IntIterator`
regardless of how the iterator is implemented.

2 VoteIterator

- 2.1 Define `VoteIterator`, an `IntIterator` that takes in an `int[]` array of vote counts and iterates over the votes. The input array contains the number of votes each candidate received.

```
int[] array = { 0, 2, 1, 0, 1, 0 };
```

Each candidate, represented by their index, `i`, should be returned from each call to `next()` `array[i]` times in total. Given the input above, calls to `next()` would eventually return `1 twice, 2 once, and 4 once`.

3 Catch Blocks, Exceptions, and Try-s, Oh My

3.1

```
try {
    doSomething();
} catch (ArrayIndexOutOfBoundsException e) {
    System.out.println("caught array index exception");
} catch (Exception e) {
    System.out.println("caught an exception");
    throw e;
} catch (NullPointerException e) {
    System.out.println("caught null pointer exception");
} finally {
    System.out.println("in finally block");
}
```

(a) What will print if `doSomething()` throws a `NullPointerException`?

(b) What if `doSomething()` throws an `ArrayIndexOutOfBoundsException`?

(c) What if `doSomething()` doesn't error?