

Lab Work Iterator Pattern

Goal: Use Iterator pattern to traverse an aggregate.

1. Download Iterator pattern sample code and compile it.
2. Make changes to the **Item** class to add a type attribute. The value and the meaning of the type attribute is given below:

value	description
1	Weapon
2	Armor
3	Potion
4	Talisman

3. Declare Weapon, Armor, Potion and Talisman classes which inherit from Item. Create several weapons, armors, potion and talisman object and set their type value. Add these objects to aggregate.
4. Write three iterators to :
 - a. list only weapons
 - b. list only armors
 - c. list only potions
 - d. list only talismans
5. Change the **CreateIterator** routine so that it returns one of the iterators created in part 2. The iterator to be returned is determined by a parameter.
6. Write a main to test your changes. Create several iterators to do that.