



- iterator is just a wrapper for a link_t * pointer
- can add extra logic to typical ptr operators to make iterator behave like a "smart pointer"
- iterator is just another c++ object or class

```

public:
class Const_iterator
{
public:
    Const_iterator(): curp(NULL) {}
    Const_iterator(link_t *p): curp(p) {}
// operators
    const T& operator*() const
    { return retrieve(); }
private:
    link_t *curp;
    T& retrieve() const
    { return *curp; }
};
    
```

overloaded constructors

got moved to protected section so iterator: public const_iterator could inherit

```

TX retrieve() const
{ return curp -> data; }
friend class list_t<T>;

```

};

```

class iterator : public const_iterator
{

```

```

    ...
    const_iterator& operator++()
    { curp = curp -> next; return *this; } // ++ itr
    const_iterator& operator++(int) // itr++
    { const_iterator old(curp); ++(*this); return old; }

```

