

# 1 System.Collections.IEnumerator Interface

```
2 [ILAsm]  
3 .class interface public abstract IEnumerator  
4 [C#]  
5 public interface IEnumerator
```

## 6 Assembly Info:

- 7 • *Name:* mscorlib
- 8 • *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- 9 • *Version:* 2.0.x.x
- 10 • *Attributes:*
  - 11 ○ CLSCompliantAttribute(true)

## 12 Summary

13 Implemented by classes that support a simple iteration over a collection.

14 **Library:** BCL

15

## 16 Description

17 [*Note:* System.Collections.IEnumerator contains the  
18 System.Collections.IEnumerator.MoveNext and  
19 System.Collections.IEnumerator.Reset methods and the  
20 System.Collections.IEnumerator.Current property. The consumer of an object  
21 should call these methods or use this property when iterating over or reading the  
22 elements of a collection.

23

24 When an enumerator is instantiated or a call is made to  
25 System.Collections.IEnumerator.Reset, the enumerator is positioned immediately  
26 before the first element of the collection and a snapshot of the collection is taken. When  
27 the enumerator is in this position, a call to  
28 System.Collections.IEnumerator.MoveNext is necessary before reading  
29 System.Collections.IEnumerator.Current from the collection. If changes are made  
30 to the collection (such as adding, repositioning, or deleting elements) the snapshot can  
31 get out of sync, causing the enumerator to throw a  
32 System.InvalidOperationException if System.Collections.IEnumerator.MoveNext  
33 or System.Collections.IEnumerator.Reset are invoked. Two enumerators  
34 instantiated from the same collection at the same time can have different snapshots of  
35 the collection.

36

37 Enumerators are intended to be used only to read data in the collection.

38

39 An enumerator does not have exclusive access to the collection for which it was  
40 instantiated.

41

42 ]



# 1 I Enumerator.MoveNext() Method

```
2 [ILAsm]  
3 .method public hidebysig virtual abstract bool MoveNext()  
4 [C#]  
5 bool MoveNext()
```

## 6 Summary

7 Advances the current instance to the next element of the collection.

## 8 Return Value

9 true if the current instance was successfully advanced to the next element; false if the  
10 current instance has passed the end of the collection.

## 11 Description

12 [Note: When the current instance is constructed or after  
13 System.Collections.IEnumerator.Reset is called, the current instance is positioned  
14 immediately before the first element of the collection. Use  
15 System.Collections.IEnumerator.MoveNext to position it over the first element of the  
16 collection.]  
17  
18

## 19 Behaviors

20 A call to System.Collections.IEnumerator.MoveNext is required to position the  
21 current instance over the next element in the collection and return true if the current  
22 instance was not positioned beyond the last element of the collection when  
23 System.Collections.IEnumerator.MoveNext was called. If the current instance is  
24 already positioned immediately after the last element of the collection, a call to  
25 System.Collections.IEnumerator.MoveNext is required to return false, and the  
26 current instance is required to remain in the same position. If elements are added,  
27 removed, or repositioned in the collection after the current instance was instantiated, it  
28 is required that a call to System.Collections.IEnumerator.MoveNext throw  
29 System.InvalidOperationException.  
30

## 31 Usage

32 Use the System.Collections.IEnumerator.MoveNext method to check if the current  
33 instance is positioned immediately after the last element of the collection, and to  
34 position it over the next element if it is not already past the last element of the  
35 collection. This allows the use of a conditional loop to iterate over the entire collection.  
36

1 **Exceptions**

<b>Exception</b>	<b>Condition</b>
<b>System.InvalidOperationException</b>	The collection was modified after the current instance was instantiated.

2

3

# 1 I Enumerator.Reset() Method

```
2 [ILAsm]  
3 .method public hidebysig virtual abstract void Reset()  
4 [C#]  
5 void Reset()
```

## 6 Summary

7 Positions the enumerator immediately before the first element in the collection.

## 8 Description

9 *[Note: When the current instance is constructed or after*  
10 *System.Collections.IEnumerator.Reset is called, the current instance is positioned*  
11 *immediately before the first element of the collection, use*  
12 *System.Collections.IEnumerator.MoveNext to position the current instance over the*  
13 *first element of the collection.]*

## 16 Behaviors

17 A call to `System.Collections.IEnumerator.Reset` is required to position the current  
18 instance immediately before the first element of the collection. If elements are added,  
19 removed, or repositioned in the collection after the current instance was instantiated, it  
20 is required that a call to `System.Collections.IEnumerator.Reset` throw a  
21 `System.InvalidOperationException`.

## 23 How and When to Override

24 A call to `System.Collections.IEnumerator.Reset` can involve taking a new snapshot  
25 of the collection or simply moving to the beginning of the collection. The preferred  
26 implementation is to simply move the current instance to the beginning of the collection,  
27 before the first element. This invalidates the current instance if the collection has been  
28 modified since the current instance was constructed, which is consistent with  
29 `System.Collections.IEnumerator.MoveNext` and  
30 `System.Collections.IEnumerator.Current`.

## 32 Usage

33 Use the `System.Collections.IEnumerator.MoveNext` method to check if the current  
34 instance is positioned immediately past the last element of the collection, and to position  
35 it over the next element if it is not already past the last element of the collection.

1

2 **Exceptions**

<b>Exception</b>	<b>Condition</b>
<b>System.InvalidOperationException</b>	The collection was modified after the enumerator was instantiated.

3

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# 1 IEnumrator.Current Property

```
2 [ILAsm]  
3 .property object Current { public hidebysig virtual abstract specialname  
4 object get_Current() }  
5 [C#]  
6 object Current { get; }
```

## 7 Summary

8 Gets the element in the collection over which the current instance is positioned.

## 9 Property Value

10 The element in the collection over which the current instance is positioned.

## 11 Description

12 [*Note:* When the current instance is constructed or after  
13 `System.Collections.IEnumerator.Reset` is called, use  
14 `System.Collections.IEnumerator.MoveNext` to position the current instance over the  
15 first element of the collection.]  
16  
17

## 18 Behaviors

19 It is required that `System.Collections.IEnumerator.Current` return the element in  
20 the collection over which the current instance is positioned unless it is positioned before  
21 the first or after the last element of the collection. If the current instance is positioned  
22 before the first element or after the last element of the collection,  
23 `System.Collections.IEnumerator.Current` returns an unspecified value or throws an  
24 unspecified exception. If elements were added, removed, or repositioned in the  
25 collection after the current instance was instantiated,  
26 `System.Collections.IEnumerator.Current` returns the value it would have returned  
27 before the collection was modified.

28  
29 It is also required that `System.Collections.IEnumerator.Current` not change the  
30 position of the current instance: consecutive calls to  
31 `System.Collections.IEnumerator.Current` are required to return the same object  
32 until either `System.Collections.IEnumerator.MoveNext` or  
33 `System.Collections.IEnumerator.Reset` is called.

34  
35 This property is read-only.

## 36 Usage

1 Use `System.Collections.IEnumerator.Current` to get the element in the collection  
2 over which the current instance is positioned, provided that the current instance is not  
3 positioned before the first element or after the last element of the collection.

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