

# Interface IEnumerator

This chapter covers the following topics:

- Purpose
- Methods

## Purpose

This is the main interface of the component `SoftwareAG.NaturalX.Enumerator`. It is returned when a new instance of the component is created.

```
define data
local
l #enum handle of object
end-define
*
* Create an instance of the class SoftwareAG.NaturalX.Enumerator.
create object #enum of 'SoftwareAG.NaturalX.Enumerator.4'
if #enum eq null-handle
  escape routine
end-if
*
end
```

After successful execution of the `CREATE OBJECT` statement, the variable `#enum` contains an interface of the type `IEnumerator`.

## Methods

The following methods are available:

- Attach
- Reset
- Next

### Attach

Attaches a collection to the enumerator. A previously attached collection is then automatically detached. After having attached a collection, the enumerator can be used to enumerate the items contained in that collection.

### Parameters

| Name       | Natural Type     | Variant Type | Remark   |
|------------|------------------|--------------|----------|
| Collection | HANDLE OF OBJECT | VT_DISPATCH  | By value |

## Collection

A collection of Automation objects.

## Reset

Resets the enumerator to its initial state. A subsequent call to the method `Next` returns the first item in the collection.

## Next

Returns the next item in the collection. If there is no next item, `NULL-HANDLE` is returned. To start the enumeration over, the method `Reset` can be called.

## Parameters

| Name         | Natural Type     | Variant Type | Remark |
|--------------|------------------|--------------|--------|
| Return value | HANDLE OF OBJECT | VT_DISPATCH  |        |

## Return value

An interface to the next item in the collection.