Exercise 13.03: Iterator.next()

Given the following information from the FindBugs notification in LinkedList$LinkedList$LinkedListIterator.next(), answer the following questions.

Bug: edu.ncsu.csc216.linked_list.LinkedList$LinkedListIterator.next() can't throw NoSuchElementException

This class implements the java.util.Iterator interface. However, its next() method is not capable of throwing java.util.NoSuchElementException. The next() method should be changed so it throws NoSuchElementException if is called when there are no more elements to return.

Confidence: Normal, Rank: Of Concern (16)
Pattern: IT_NO_SUCH_ELEMENT
Type: It, Category: BAD_PRACTICE (Bad practice)

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What is FindBugs complaining about (what it is trying to tell you about your code)? *

Hint: Look at the API for Iterator.next().

What can be done to make the notification go away (what modification need to be made to the code)? *

Does the explanation given by FindBugs make the problem clear? Are there, in your opinion, any better ways of conveying this type of information? *
Unity id(s) of person(s) you worked with.

*Send me a copy of my responses.*

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