

Iterators

Element iterators

- `childrenOfType<ElementClass>`
- `descendantsOfType<ElementClass>`

```
#include "ElementIterator.h"
```

```
...
```

```
for (auto& div : descendantsOfType<HTMLDivElement>(*this))
```

```
....
```

Why?

- Compact code, C++11 range-for syntax, std:: functions
- No explicit type testing and casting
- References in and out
- Correct const
- Assertions against mutations and event dispatch
- (potentially) Faster
- Enables future data structure innovation

How

- Works on element classes that have `isElementOfType<>` function for them
- Mostly auto generated from `HTMLNames.in`