Iterators
Element iterators

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

```cpp
#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