1. Given an interface:
```
public interface MyIterator {
    public boolean hasMoreElements();
    public Object nextElement();
}
```
Write an implementation object `MyArrayIterator`, that accepts (on constructor) an `Object` array, and lets users iterate through the array.

2. Given an array of `Product` objects, use your code from previous question to print out a product per line using a loop.

3. Write an implementation of `MyListIterator` (again, using the `MyIterator` interface), that accepts `MyList` object (one we created in class, and from homeworks), and lets users iterate through that list.

4. Write an implementation of `MyInputIterator` (again, using the `MyIterator` interface), that accepts an `InputStream` (for example, `System.in`), and lets users iterate through input lines. Someone should be able to write code like this:
```
MyIterator it = new MyInputIterator(System.in);
while(it.hasMoreElements()){
    String line = (String)it.nextElement();
    System.out.println("You typed: "+line);
}
```

5. Given an interface:
```
public interface Interesting {
    public boolean isInteresting(Object o);
}
```
Write an implementation of `MyInterestingIterator` (using `MyIterator` interface), that accepts a `MyIterator` as parameter, and only passes on interesting objects.