

Yielder#state [#8840]

```
yielder.state -> obj  
yielder.state = obj -> obj
```

Attribute to handle state in an Enumerator. At each enumeration, a new Yielder object will be used and its state will be initially set to nil

```
class Enumerator::Lazy < Enumerator  
  def drop(n)  
    n = n.to_i  
    Lazy.new(self) do |yielder, *values|  
      yielder.state ||= n  
      if yielder.state > 0  
        yielder.state -= 1  
      else  
        yielder.yield(*values)  
      end  
    end  
  end  
end  
end  
end
```