Yielder#state

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