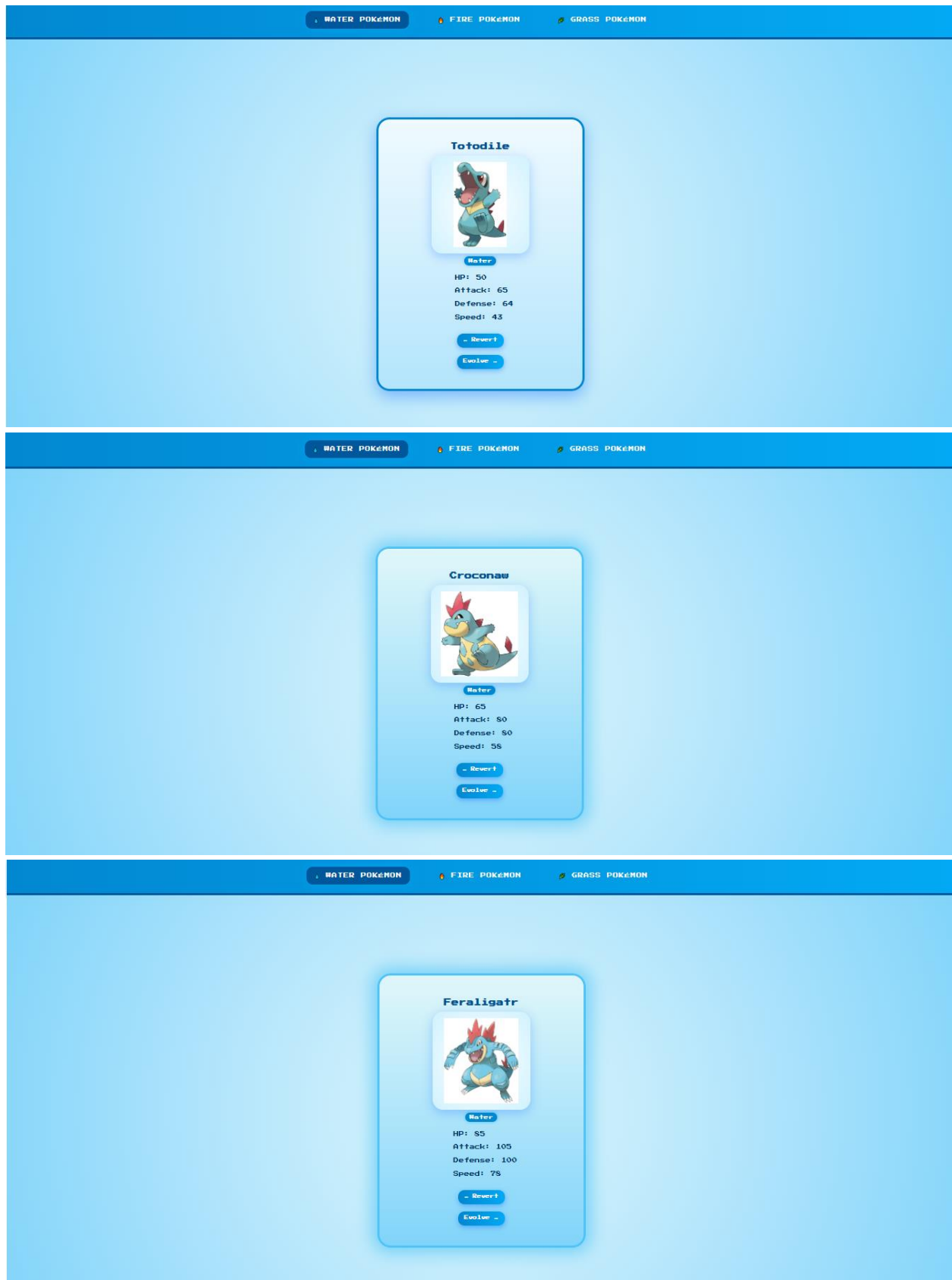


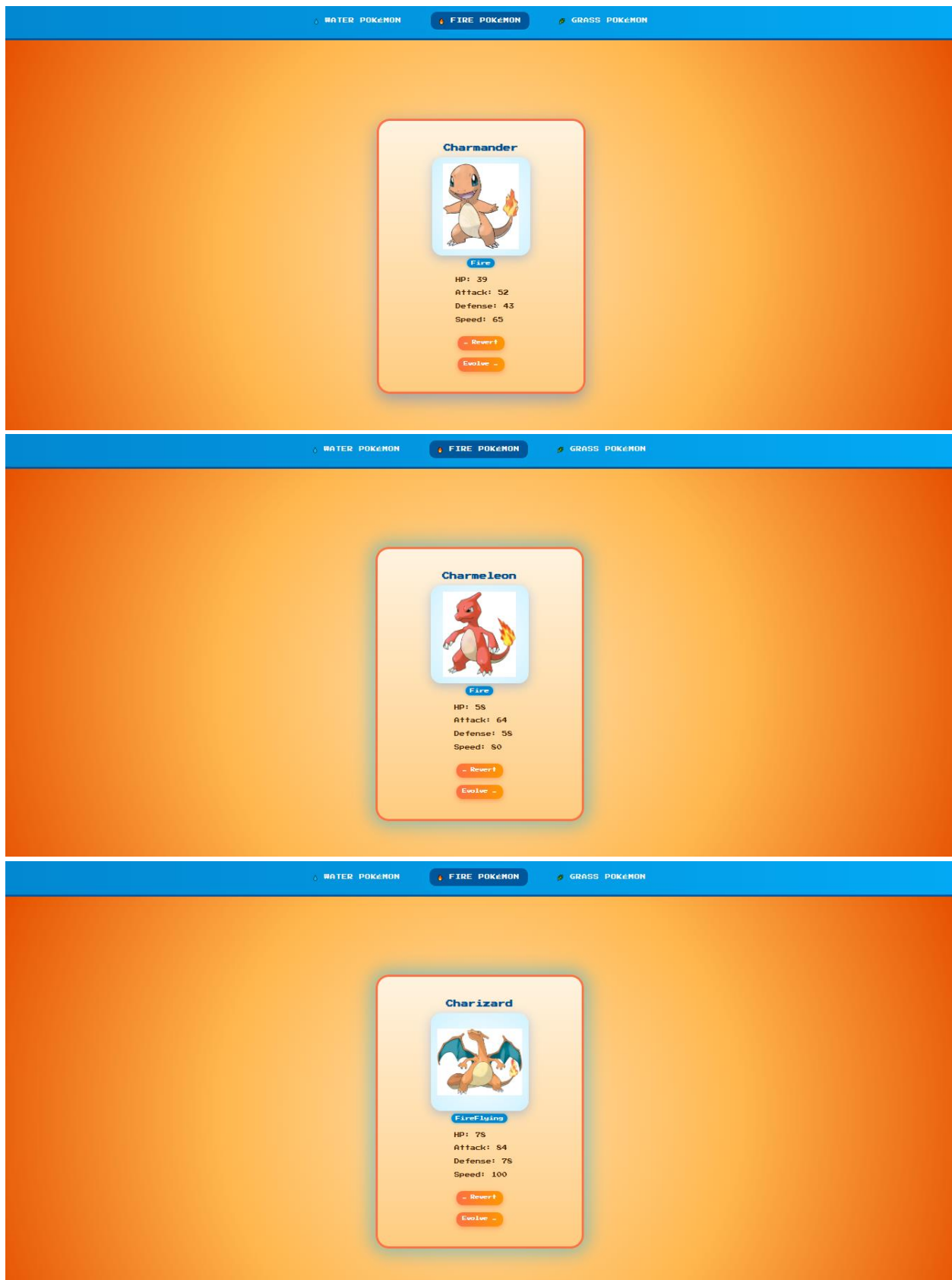
# APPDEV1 – Introduction to Application Development

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WATER POKEMON

FIRE POKEMON

GRASS POKEMON

Chikorita



Grass

HP: 45  
Attack: 49  
Defense: 65  
Speed: 45

Revert

Evolve

WATER POKEMON

FIRE POKEMON

GRASS POKEMON

Bayleef



Grass

HP: 60  
Attack: 62  
Defense: 80  
Speed: 60

Revert


Evolve

WATER POKEMON

FIRE POKEMON

GRASS POKEMON

Meganium



Grass

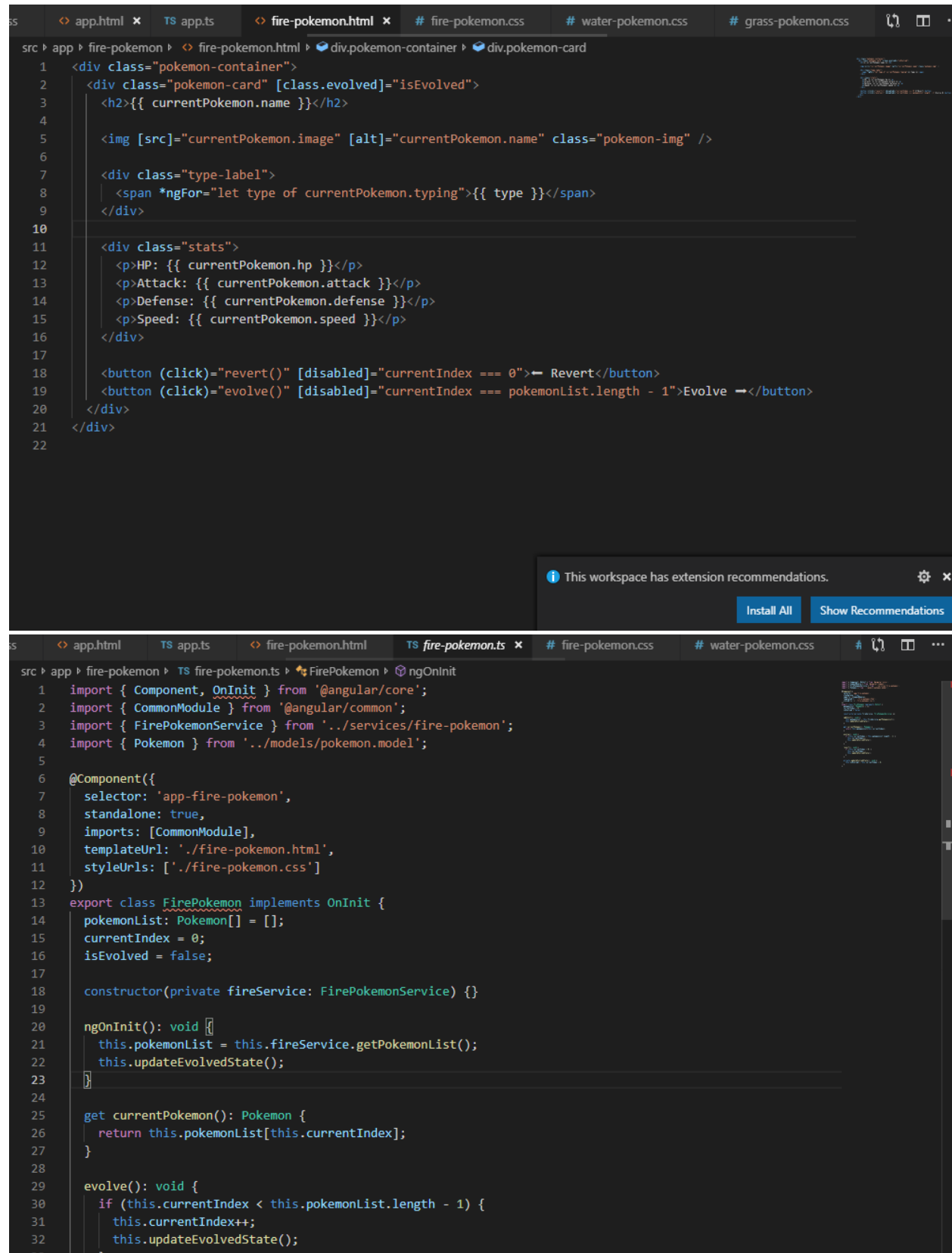
HP: 80  
Attack: 82  
Defense: 100  
Speed: 80

Revert

Evolve

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The image shows a Visual Studio Code editor with two files open. The top file is `fire-pokemon.html`, which contains HTML code for a Pokemon card. The bottom file is `fire-pokemon.ts`, which contains TypeScript code for the `FirePokemon` component.

```
src > app > fire-pokemon > fire-pokemon.html > div.pokemon-container > div.pokemon-card
1 <div class="pokemon-container">
2   <div class="pokemon-card" [class.evolved]="isEvolved">
3     <h2>{{ currentPokemon.name }}</h2>
4
5     <img [src]="currentPokemon.image" [alt]="currentPokemon.name" class="pokemon-img" />
6
7     <div class="type-label">
8       <span *ngFor="let type of currentPokemon.typing">{{ type }}</span>
9     </div>
10
11     <div class="stats">
12       <p>HP: {{ currentPokemon.hp }}</p>
13       <p>Attack: {{ currentPokemon.attack }}</p>
14       <p>Defense: {{ currentPokemon.defense }}</p>
15       <p>Speed: {{ currentPokemon.speed }}</p>
16     </div>
17
18     <button (click)="revert()" [disabled]="currentIndex === 0">← Revert</button>
19     <button (click)="evolve()" [disabled]="currentIndex === pokemonList.length - 1">Evolve →</button>
20   </div>
21 </div>
22
```

This workspace has extension recommendations. [Install All](#) [Show Recommendations](#)

```
src > app > fire-pokemon > TS fire-pokemon.ts > FirePokemon > ngOnOnInit
1 import { Component, OnInit } from '@angular/core';
2 import { CommonModule } from '@angular/common';
3 import { FirePokemonService } from '../services/fire-pokemon';
4 import { Pokemon } from '../models/pokemon.model';
5
6 @Component({
7   selector: 'app-fire-pokemon',
8   standalone: true,
9   imports: [CommonModule],
10  templateUrl: './fire-pokemon.html',
11  styleUrls: ['./fire-pokemon.css']
12 })
13 export class FirePokemon implements OnInit {
14   pokemonList: Pokemon[] = [];
15   currentIndex = 0;
16   isEvolved = false;
17
18   constructor(private fireService: FirePokemonService) {}
19
20   ngOnInit(): void {
21     this.pokemonList = this.fireService.getPokemonList();
22     this.updateEvolvedState();
23   }
24
25   get currentPokemon(): Pokemon {
26     return this.pokemonList[this.currentIndex];
27   }
28
29   evolve(): void {
30     if (this.currentIndex < this.pokemonList.length - 1) {
31       this.currentIndex++;
32       this.updateEvolvedState();
33     }
34   }
35 }
```

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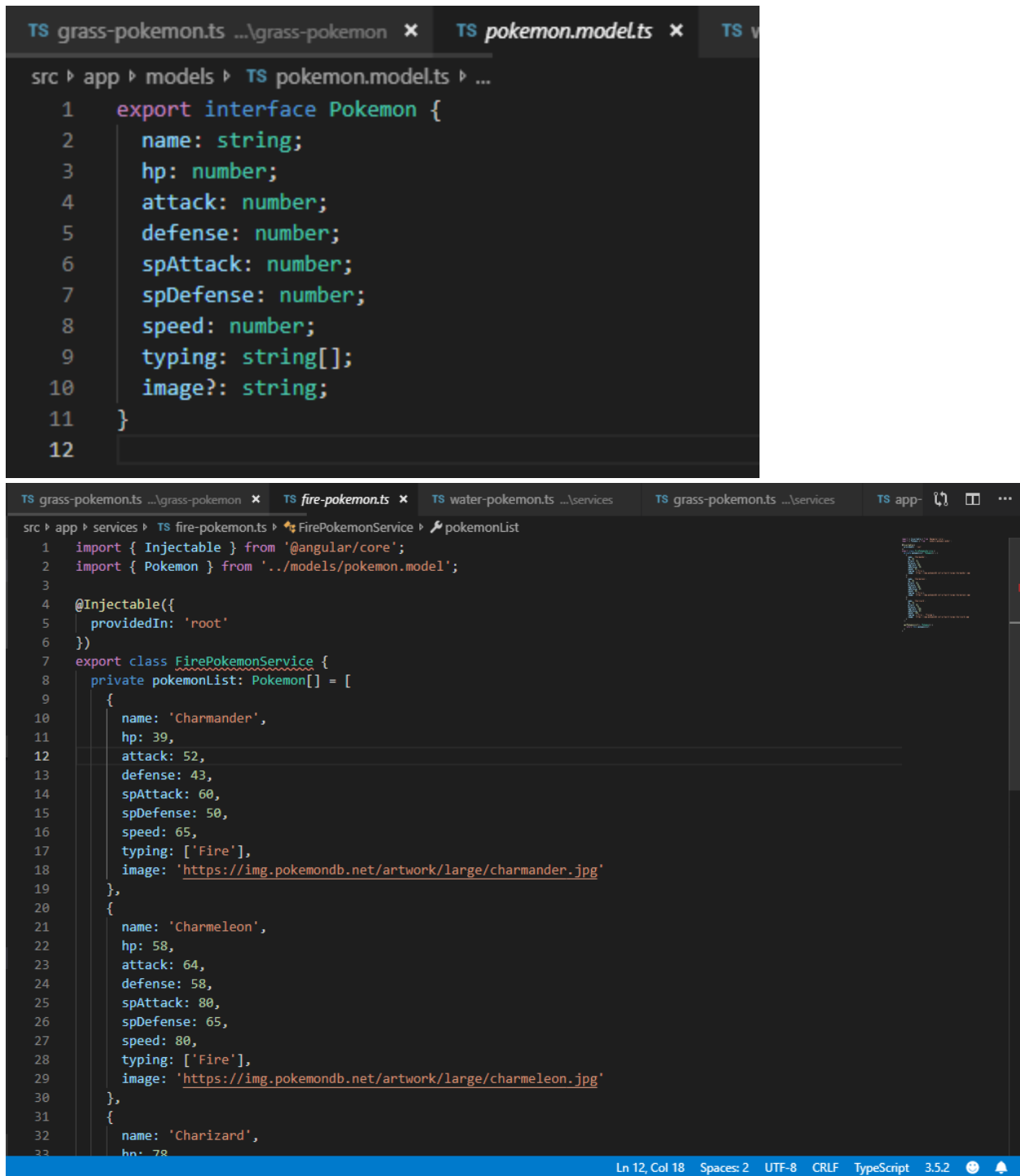
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```
on.ts x # fire-pokemon.css # water-pokemon.css # grass-pokemon.css < water-pokemon.html < grass-pokemon.html x [ ] ...
src > app > grass-pokemon > < grass-pokemon.html > ...
1 <div class="pokemon-container">
2   <div class="pokemon-card" [class.evolved]="isEvolved">
3     <h2>{{ currentPokemon.name }}</h2>
4
5     <img [src]="currentPokemon.image" [alt]="currentPokemon.name" class="pokemon-img" />
6
7     <div class="type-label">
8       <span *ngFor="let type of currentPokemon.typing">{{ type }}</span>
9     </div>
10
11     <div class="stats">
12       <p>HP: {{ currentPokemon.hp }}</p>
13       <p>Attack: {{ currentPokemon.attack }}</p>
14       <p>Defense: {{ currentPokemon.defense }}</p>
15       <p>Speed: {{ currentPokemon.speed }}</p>
16     </div>
17
18     <div>
19       <button (click)="revert()" [disabled]="currentIndex === 0"> Revert</button>
20       <button (click)="evolve()" [disabled]="currentIndex === pokemonList.length - 1">Evolve </button>
21     </div>
22   </div>
23 </div>
24
```

```
TS grass-pokemon.ts ...grass-pokemon x TS water-pokemon.ts ...services TS grass-pokemon.ts ...services TS app-module.ts # app.c [ ] ...
src > app > grass-pokemon > TS grass-pokemon.ts > GrassPokemon > evolve
6 @Component({
7   selector: 'app-grass-pokemon',
8   standalone: true,
9   templateUrl: './grass-pokemon.html',
10  imports: [CommonModule],
11  styleUrls: ['./grass-pokemon.css']
12 })
13 export class GrassPokemon implements OnInit {
14   pokemonList: Pokemon[] = [];
15   currentIndex = 0;
16   isEvolved = false;
17
18   constructor(private grassService: GrassPokemonService) {}
19
20   ngOnInit(): void {
21     this.pokemonList = this.grassService.getPokemonList();
22   }
23
24   get currentPokemon(): Pokemon {
25     return this.pokemonList[this.currentIndex];
26   }
27
28   evolve(): void {
29     if (this.currentIndex < this.pokemonList.length - 1) {
30       this.currentIndex++;
31       this.isEvolved = true;
32     }
33   }
34
35   revert(): void {
36     if (this.currentIndex > 0) {
37       this.currentIndex--;
```

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```
TS grass-pokemon.ts ...grass-pokemon x TS pokemon.model.ts x TS v

src ▸ app ▸ models ▸ TS pokemon.model.ts ▸ ...
1  export interface Pokemon {
2      name: string;
3      hp: number;
4      attack: number;
5      defense: number;
6      spAttack: number;
7      spDefense: number;
8      speed: number;
9      typing: string[];
10     image?: string;
11 }
12

TS grass-pokemon.ts ...grass-pokemon x TS fire-pokemon.ts x TS water-pokemon.ts ...services TS grass-pokemon.ts ...services TS app- ...
src ▸ app ▸ services ▸ TS fire-pokemon.ts ▸ FirePokemonService ▸ pokemonList
1  import { Injectable } from '@angular/core';
2  import { Pokemon } from '../models/pokemon.model';
3
4  @Injectable({
5      providedIn: 'root'
6  })
7  export class FirePokemonService {
8      private pokemonList: Pokemon[] = [
9          {
10             name: 'Charmander',
11             hp: 39,
12             attack: 52,
13             defense: 43,
14             spAttack: 60,
15             spDefense: 50,
16             speed: 65,
17             typing: ['Fire'],
18             image: 'https://img.pokemondb.net/artwork/large/charmander.jpg'
19         },
20         {
21             name: 'Charmeleon',
22             hp: 58,
23             attack: 64,
24             defense: 58,
25             spAttack: 80,
26             spDefense: 65,
27             speed: 80,
28             typing: ['Fire'],
29             image: 'https://img.pokemondb.net/artwork/large/charmeleon.jpg'
30         },
31         {
32             name: 'Charizard',
33             hp: 78
```

Ln 12, Col 18 Spaces: 2 UTF-8 CRLF TypeScript 3.5.2

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```
TS grass-pokemon.ts ...grass-pokemon TS fire-pokemon.ts TS water-pokemon.ts ...services TS grass-pokemon.ts ...services TS app- ...
src > app > services > TS fire-pokemon.ts > FirePokemonService > pokemonList
30     },
31     {
32       name: 'Charizard',
33       hp: 78,
34       attack: 84,
35       defense: 78,
36       spAttack: 109,
37       spDefense: 85,
38       speed: 100,
39       typing: ['Fire', 'Flying'],
40       image: 'https://img.pokemondb.net/artwork/large/charizard.jpg'
41     }
42   ];
43
44   getPokemonList(): Pokemon[] {
45     return this.pokemonList;
46   }
47 }
48

TS grass-pokemon.ts ...grass-pokemon TS fire-pokemon.ts TS water-pokemon.ts ...services TS grass-pokemon.ts ...services TS app- ...
src > app > services > TS grass-pokemon.ts > GrassPokemonService > pokemonList
1  import { Injectable } from '@angular/core';
2  import { Pokemon } from '../models/pokemon.model';
3
4  @Injectable({
5    providedIn: 'root'
6  })
7  export class GrassPokemonService {
8    private pokemonList: Pokemon[] = [
9      {
10        name: 'Chikorita',
11        hp: 45,
12        attack: 49,
13        defense: 65,
14        spAttack: 49,
15        spDefense: 65,
16        speed: 45,
17        typing: ['Grass'],
18        image: 'https://img.pokemondb.net/artwork/large/chikorita.jpg'
19      },
20      {
21        name: 'Bayleef',
22        hp: 60,
23        attack: 62,
24        defense: 80,
25        spAttack: 63,
26        spDefense: 80,
27        speed: 60,
28        typing: ['Grass'],
29        image: 'https://img.pokemondb.net/artwork/large/bayleef.jpg'
30      },
31      {
32        name: 'Meganium',
33        hp: 80
```

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```
er-pokemon.css # grass-pokemon.css < water-pokemon.html x grass-pokemon.html TS water-pokemon.ts .../water-pokemon
src > app > water-pokemon > < water-pokemon.html > div.pokemon-container > div.pokemon-card
1 <div class="pokemon-container">
2   <div class="pokemon-card" [class.evolved]="isEvolved">
3     <h2>{{ currentPokemon.name }}</h2>
4
5     <img [src]="currentPokemon.image" [alt]="currentPokemon.name" class="pokemon-img" />
6
7     <div class="type-label">
8       <span *ngFor="let type of currentPokemon.typing">{{ type }}</span>
9     </div>
10
11    <div class="stats">
12      <p>HP: {{ currentPokemon.hp }}</p>
13      <p>Attack: {{ currentPokemon.attack }}</p>
14      <p>Defense: {{ currentPokemon.defense }}</p>
15      <p>Speed: {{ currentPokemon.speed }}</p>
16    </div>
17
18    <button (click)="revert()" [disabled]="currentIndex === 0">← Revert</button>
19    <button (click)="evolve()" [disabled]="currentIndex === pokemonList.length - 1">Evolve →</button>
20  </div>
21 </div>
```

```
pokemon.css < water-pokemon.html < grass-pokemon.html TS water-pokemon.ts .../water-pokemon TS app-routing-module.ts x
src > app > TS app-routing-module.ts > ...
1 import { NgModule } from '@angular/core';
2 import { RouterModule, Routes } from '@angular/router';
3 import { WaterPokemon } from '../water-pokemon/water-pokemon';
4 import { FirePokemon } from '../fire-pokemon/fire-pokemon';
5 import { GrassPokemon } from '../grass-pokemon/grass-pokemon';
6
7 const routes: Routes = [
8   { path: 'water', component: WaterPokemon },
9   { path: 'fire', component: FirePokemon },
10  { path: 'grass', component: GrassPokemon }
11];
12
13 @NgModule({
14   imports: [RouterModule.forRoot(routes)],
15   exports: [RouterModule]
16 })
17 export class AppRoutingModule {}
18
```

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```
TS app-module.ts x # app.css < app.html TS app.ts < fire-pokemon.html # fire-pokemon.css # water-pokemon.c ...
src > app > TS app-module.ts > AppModule
6 import { FirePokemon } from './fire-pokemon/fire-pokemon';
7 import { GrassPokemon } from './grass-pokemon/grass-pokemon';
8 import { CommonModule } from '@angular/common';
9
10 const routes: Routes = [
11   { path: 'water', component: WaterPokemon },
12   { path: 'fire', component: FirePokemon },
13   { path: 'grass', component: GrassPokemon },
14   { path: '', redirectTo: 'water', pathMatch: 'full' }
15 ];
16
17 @NgModule({
18   declarations: [
19     App
20   ],
21   imports: [
22     WaterPokemon,
23     FirePokemon,
24     GrassPokemon,
25     BrowserModule,
26     CommonModule,
27
28     RouterModule.forRoot(routes)
29   ],
30
31   providers: [],
32   bootstrap: [App]
33 })
34 export class AppModule {}

TS app-module.ts # app.css < app.html x TS app.ts < fire-pokemon.html # fire-pokemon.css # water-pokemon.c ...
src > app > < app.html > ...
1
2 <nav class="header">
3   <a routerLink="/water" routerLinkActive="active">💧 Water Pokémon</a>
4   <a routerLink="/fire" routerLinkActive="active">🔥 Fire Pokémon</a>
5   <a routerLink="/grass" routerLinkActive="active">🌿 Grass Pokémon</a>
6 </nav>
7
8 <router-outlet></router-outlet>
```