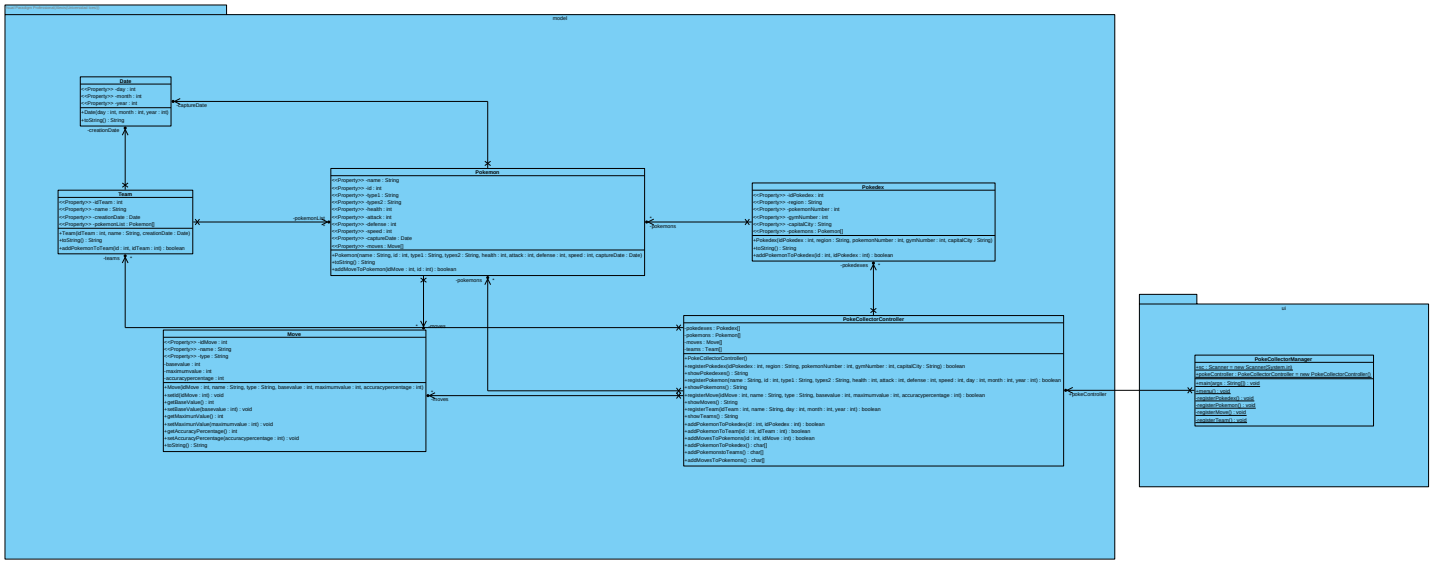
model
Date
<<Property>> -day : int
<<Property>> -month : int
<<Property>> -year : int
+Date(day : int, month : int, year : int)
+toString() : String
captureDate
creationDate
Team
<<Property>> -idTeam : int
<<Property>> -name : String
<<Property>> -creationDate : Date
<<Property>> -pokemonList : Pokemon[]
+Team(idTeam : int, name : String, creationDate : Date)
+toString() : String
+addPokemonToTeam(id : int, idTeam : int) : boolean
teams
pokemonList
Pokemon
<<Property>> -name : String
<<Property>> -id : int
<<Property>> -type1 : String
<<Property>> -type2 : String
<<Property>> -health : int
<<Property>> -attack : int
<<Property>> -defense : int
<<Property>> -speed : int
<<Property>> -captureDate : Date
<<Property>> -moves : Move[]
+Pokemon(name : String, id : int, type1 : String, type2 : String, health : int, attack : int, defense : int, speed : int, captureDate : Date)
+toString() : String
+addMoveToPokemon(idMove : int, id : int) : boolean
pokemons
pokemons
Pokedex
<<Property>> -idPokedex : int
<<Property>> -region : String
<<Property>> -pokemonNumber : int
<<Property>> -gymNumber : int
<<Property>> -capitalCity : String
<<Property>> -pokemons : Pokemon[]
+Pokedex(idPokedex : int, region : String, pokemonNumber : int, gymNumber : int, capitalCity : String)
+toString() : String
+addPokemonToPokedex(id : int, idPokedex : int) : boolean
pokedexes
moves
moves
PokeCollectorController
-pokedexes : Pokedex[]
-pokemons : Pokemon[]
-moves : Move[]
-teams : Team[]
+PokeCollectorController()
+registerPokedex(idPokedex : int, region : String, pokemonNumber : int, gymNumber : int, capitalCity : String) : boolean
+showPokedexes() : String
+registerPokemon(name : String, id : int, type1 : String, type2 : String, health : int, attack : int, defense : int, speed : int, day : int, month : int, year : int) : boolean
+showPokemons() : String
+registerMove(idMove : int, name : String, type : String, basevalue : int, maximumvalue : int, accuracypercentage : int) : boolean
+showMoves() : String
+registerTeam(idTeam : int, name : String, day : int, month : int, year : int) : boolean
+showTeams() : String
+addPokemonToPokedex(id : int, idPokedex : int) : boolean
+addPokemonToTeam(id : int, idTeam : int) : boolean
+addMovesToPokemons(id : int, idMove : int) : boolean
+addPokemonToPokedex() : char[]
+addPokemonsToTeams() : char[]
+addMovesToPokemons() : char[]
Move
<<Property>> -idMove : int
<<Property>> -name : String
<<Property>> -type : String
-basevalue : int
-maximumvalue : int
-accuracypercentage : int
+Move(idMove : int, name : String, type : String, basevalue : int, maximumvalue : int, accuracypercentage : int)
+void(idMove : int) : void
+getBaseValue() : int
+setBaseValue(basevalue : int) : void
+getMaximumValue() : int
+setMaximumValue(maximumvalue : int) : void
+getAccuracyPercentage() : int
+setAccuracyPercentage(accuracypercentage : int) : void
+toString() : String
pokeController
ui
PokeCollectorManager
-sc : Scanner = new Scanner(System.in)
-pokeController : PokeCollectorController = new PokeCollectorController()
+main(args : String[]) : void
-menu() : void
-registerPokedex() : void
-registerPokemon() : void
-registerMove() : void
-registerTeam() : void