**Pokemon Assignment**

In this assignment, we will create a Pokedex to tell us information about Pokemon characters.

Objectives:

* Practice static variables and methods.
* Define abstract classes.
* Define interfaces.
* Implement classes that use abstract classes and interfaces.

Tasks:

* Create a Pokemon class with:
* name, health, and type member variables.
* void attackPokemon(Pokemon pokemon): This method lowers the attacked Pokemon's health by 10
* a count static variable that keeps the number of Pokemon created in the program.
* getters and setters for each member variable.
* a constructor class to set the instance's name, health, and type on creation

*Pokemon.java*

*public class Pokemon {*

*// your code here*

*}*

Create an interface for the following methods:

* Pokemon createPokemon(String name, int health, String type): This method creates and returns Pokemon.
* String pokemonInfo(Pokemon pokemon): This method returns a String with the name, health, and type of the pokemon.
* void listPokemon(): List all the pokemon names that you have in your pokedex.

*PokemonInterface.java*

*public interface PokemonInterface {*

*// your code here*

*}*

Create an abstract class that only implements createPokemon and pokemonInfo(Pokemon pokemon) from the PokemonInterface.

*AbstractPokemon.java*

*public abstract class AbstractPokemon implements PokemonInterface {*

*// your code here*

*}*

Create a Pokedex class that extends the abstract class above and implements listPokemon(). Your Pokedex class needs an attribute called myPokemons where you store all the pokemons created.

*Pokedex.java*

*public class Pokedex extends AbstractPokemon {*

*// your code here*

*}*

Create a test file where you instantiate pokemon, attack pokemon, and list pokemon from a pokedex.