

Model pokeModel Pokemon Move Location PokemonType - idType - idPokemon: Integer - idMove: Integer - idLocation: Integer - name: String - name: String - name: String idPokemon: Integer - hp: integer - pp: Integer - numbreAreas: List() - attack: integer - power: Integer - region: String Type - defense: integer - idMoveHubspot: integer - generation String - idType idLocationHubspot: integer - special-defense: integer · nameType - special-attack: Integer - speed: : Integer PokeMove PokeLocation -types: : String - idMove: Integer - idLocation: Integer - idPokeHubspot: integer - idPokemon: Integer idPokemon: Integer - moves: Listo() · locations: List()

Service

PokeServicio,

PokeBuldServce

+pokeBuild(): Pokemon

move Buld Servce

- +pokeBuild(moves: List()): List(move)
- +pokeMoveBuild(pokeid: number; moves(List (move))): List(PokeMove)

LocationBuldServce

- +locationBuild(location: List()): List(Location)
- +pokeMoveBuild(pokeid: number; locations(List (Location))): List(PokeLocation)

typeServce

- +typeBuild(): Type
- +pokeTypeBuild(pokeid: number; Types(List (Type))): List(PokeType)

HubspotService

PokeHubspotService

- + createPokeHubspot(poke: Pokemon): void
- + uploadIdHubspot(IdHubspot: String): void

MoveHubspotService

- + createMoveHubspot(move: Move): void
- + UploadMoveHubspot(IdHubspot: String): void

LocationHubspotService

- + createLocationHubspot(location: Location): void
- + saveLocationeHubspot(IdHubspot: String): void

AssociationMoveHubspotService

+ createAssociationMoveHubspot(poke: Pokemon): void

Association Location Hubspot Service

+ createAssociationMoveHubspot(poke: Pokemon): void

Repository pokeRespository RepositoryMove + createMove(move: Move): Move PokeRepository + UploadMove(move: Move): Move + createPokemon(pokemon: Pokemon): Pokemon + readMove(): List(Move) + UploadPokemon(pokemon: Pokemon): Pokemon + readPokemon(): List(Pokemon) RepositoryPokeMove + createPokeMove(pokeMove: PokeMove): Move RepositoryLocation + readPokeMove(): List(PokeMove) + createLocation(location: Location): Location + UploadLocation(location: Location): Location RepositoryPokeLocation + readLocation(): List(Location) + createPokeLocation(pokeLocation: PokeLocation): pokeLocation; database + readPokeLocation(): List(PokeLocation) + pool () RepositoryPokeType RepositoryType + createType(type: Type): Type + createPokeType(PokeType: PokeType): PokeType; + UploadType(type: Type): Type + readPokeType(): List(PokeType) + readType(): List(Type)

