

This is the Pokemon Creator Class. It takes in seven arguments that determine the Pokemon's name, type, and stat values such as, hp, attack, defense, special, and speed. It takes these inputs and organizes them and displays each of the inputs as a string, as shown below.

Pokemon Name: xxx

Type: xxx

HP: xxx

Attack: xxxx

Defense: xxx

Special: xxx

Speed: xxx

For simplicity, types have been limited to fire, water, and grass, and stat values are ranged from 1 to 100.

This class also contains get methods. There are 5 get methods that return the value of a specific stat value. For example, if the `get_attack` method is used, it returns the attack stat input of that Pokemon, as such.

```
mon = Pokemon_Creator('Chimchar', 'Fire', 44, 58, 44, 51, 61)
print(mon.get_attack())
```

Result:

Pokemon Name: Chimchar

Attack Stat: 58

This program also utilizes 5 child classes that are used to change certain stat values. Each child class holds a method for changing the specific stat value. For example, if I want to change the speed stat of a Pokemon, I would call the `change_speed` method in the `change_speed` class, input the desired speed in the last input, and it would display each of the original inputs, along with the new stat value as a string, as such.

```
mon2 = change_speed('Froakie', 'Water', 41, 56, 40, 53, 12, 71)
print(str(mon2))
```

Result:

Pokemon Name: Froakie

Type: Water

HP: 41

Attack: 56

Defense: 40

Special: 53

Old Speed: 12

New Speed: 71

In my demo program, I have created 6 Pokemon. For the first Pokemon, it simply displays the name, type, and stats as a string. I also ran the functions to get each stat, so it will also display the name and the stats of the Pokemon. For the second Pokemon, I implemented the `change_hp` method, so it displays the name, type, stat, and new hp stat of the Pokemon. For the third Pokemon, I implemented the `change_attack` method, so it displays the name, type, stat,

and new attack stat of the Pokemon. For the fourth Pokemon, I implemented the `change_defense` method, so it displays the name, type, stat, and new defense stat of the Pokemon. For the fifth Pokemon, I implemented the `change_sepcial` method, so it displays the name, type, stat, and new special stat of the Pokemon. For the sixth Pokemon, I implemented the `change_speed` method, so it displays the name, type, stat, and new speed stat of the Pokemon. To run the demo code, it utilizes a main code, so simply open the python file in an interpreter and it should run.