```
class Animal:
    def __init__(self, length, weight, age, gender, species):
        self.length = length
        self.weight = weight
        self.age = age
        self.gender = gender
        self.species = species
    def age_up(self):
        self.age += 1

class Fish(Animal):
    def __init__(self, length, weight, age, gender, fin_count, watertype):
        super(Fish, self).__init__(length, weight, age, gender, "Fish")
        self.fin_count = fin_count
        self.watertype = watertype

class Monkey(Animal):
    def __init__(self, length, weight, age, gender, tail_length):
        super(Monkey, self).__init__(length, weight, age, gender, "Monkey")
        self.tail_length = tail_length

class Elephant(Animal):
    def __init__(self, length, weight, age, gender, trunk_length):
        super(Elephant, self).__init__(length, weight, age, gender, "Elephant")
        self.trunk_length = trunk_length

class Pokemon:
    def __init__(self, name, hp, level=1):
        self.name = name
        self.hp = hp
        self.level = level
        self.happiness = -2
```

```
    def __str__(self):
        return f"Name: {self.name} \nHP: {self.hp} \nLevel: {self.level}"
    def levelup(self):
        self.level += 1
        self.hp = round(self.hp * 1.05)
        self.happiness -= 1
        print(f"{self.name} has leveled up to level {self.level}.")

class Elev:
    def __init__(self, name, grade, personnr):
        self.name = name
        self.grade = grade
        self.personnr = personnr
    def raise_grade(self):
        self.grade += 1
        print(f"Grade raised to {self.grade}")
```