



Front-end development: Prototypes

JavaScript – Pokeman

The following exercise contains the following subjects:

- prototypes

Instructions



You are given a function, Pokeman, that takes three parameters, pokemonName, pokemonType, an array of different pokemon attack methods, pokemonAttackList.

1. Create three instances of the Pokemon and save them in a variable.
2. Using prototype properties, add the following methods:
 - A method called callPokemon will print the following:
"I choose you, <pokemon name>"
 - A method called attack that takes one parameter,

an attack number, that will print the specific attack method from the pokemonAttackList array as the following: “<pokemon name> used <attack method>”

Call each pokemon with the 2 methods you created.

Here is the Pokemon function:

```
function Pokemon(pokemonName, pokemonType,
pokemonAttackList){
  this.name = pokemonName;
  this.type = pokemonType;
  this.attackList = pokemonAttackList;
}
```