**Opdracht**

**ROOD ZIJN CLASSES**

**BLAUW ZIJN METHODS VAN DE CLASSES (GEDRAG)**

**ORANGE ZIJN VARIABLEN VAN DE CLASSES (DATA)**

* **Create a Pokeball class.**
  + The pokeball is empty or it can contain a single charmander.
  + The pokeball can be thrown, which opens it up, and then releases the charmander inside of it.
  + The charmander can be returned back to its pokeball, which closes the pokeball again.
* **Create a Trainer class.**
  + The trainer has a name and a belt with six pokeballs with each a charmander inside of them.
  + The trainer can throw a pokeball from their belt.
  + The trainer can return a pokemon back to its pokeball and put the pokeball back on their belt.
  + There are restrictions to the Trainer class:
    - The belt has six pokeballs with a Charmander in each of them. If it's more than six, then you'll throw an exception.
    - The belt cannot be an array but has to be a List<Pokeball> class.
* **Create a simple pokemon battle simulator.**
  + The game consists of a simple gameplay loop:
    - 1. The player starts the game.
    - 2. The player gives a name to the first trainer.
    - 3. The player gives a name to the second trainer.
    - 4. The first trainer throws the first pokeball on its belt.
    - 5. The pokeball released the charmander and charmander does its battle cry.
    - 6. The second trainer throws the first pokeball on its belt.
    - 7. The pokeball released the charmander and charmander does its battle cry.
    - 8. The first trainer returns the charmander back to its pokeball.
    - 9. The second trainer returns the charmander back to its pokeball.
    - 10. Repeat 4 to 9 until all pokeballs have been used by both trainers.
    - The player can quit or restart the game.
* **Pro-tip**: Use a separate file for each class instead of using one long file