

```
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*/
```

```
package pokemongame;
```

```
public class Pokemon {
    private int id;
    private String name;
    private String type;
    private int attack;
    private int defence;
    private int total;
```

```
    //constructor
    public void pokemon(){}

```

```
    public void pokemon(int id,String name,String type,int attack,int defence, int
total){
```

```
        this.id=id;this.name=name;this.type=type;this.attack=attack;this.defence=defence;th
is.total=total;
    }
```

```
    //Getters And Setters

```

```
    //Id get and set
    public int GetId(){return id;}
    public void SetId(int i){this.id=i ;}
```

```
    //name get and set
    public String GetName(){return name;}
    public void SetName(String n){this.name=n;}
```

```
    //type get and set
    public String GetType(){return type;}
    public void SetType(String T){this.type=T;}
```

```
    //attack get and set
    public int GetAttack(){return attack;}
    public void SetAttack(int a){this.attack=a;}
```

```
    //defence get and set
    public int GetDefence(){ return defence;}
    public void SetDefence(int d){this.defence=d;}
    //total get and set
    public int GetTotal(){return total;}
    public void SetTotal(int t){this.total=t;}
```

```
    //toString method
    public String ToString(){
        return ("ID:"+GetId()+"", Name: "+GetName()+"", Type: "+GetType()+"", Attack:
"+GetAttack()+"", Defense: "+GetDefence()+"", Total: "+GetTotal());
    }
```

}