Trainer

+ name: str

+ belt: List<Pokeball>

+ Trainer(name: str):

+ setName(name: str): void

+ setBelt(belt: List<Pokeball>): void

+ getName(): str

+ getBelt(): List<Pokeball>

+ addPokeball(pokeball: Pokeball): void+ throwPokeball(pokeball: Pokeball): void

+ returnPokeball(pokeball: Pokeball): void



Pokeball

+ state: bool

+ pokemon: Charmander

+ Pokeball(state: bool, pokemon: Charmender):

+ setPokemon(pokemon: Charmander): void

+ getPokemon(): string+ openPokeball(): void

+ closePokeball(): void



Charmender

+ name: str

+ strenght: str

+ weakness: str

+ Charmender(name: str, strenght: str, weakness.str):

+ getName(): str

+ setName(name): void

+ battleCry(): void