## charmander

- + name:string
- + type: string + weakness: string
- + hp : int
- + getName(): string
- + setName(string name): void
- + getType():: string
- + getWeakness(): string
- + getHp(): int
- + BattleCry(): void
- + Charmander(name:string, type:string, weakness:string, hp:int)