

# JSON

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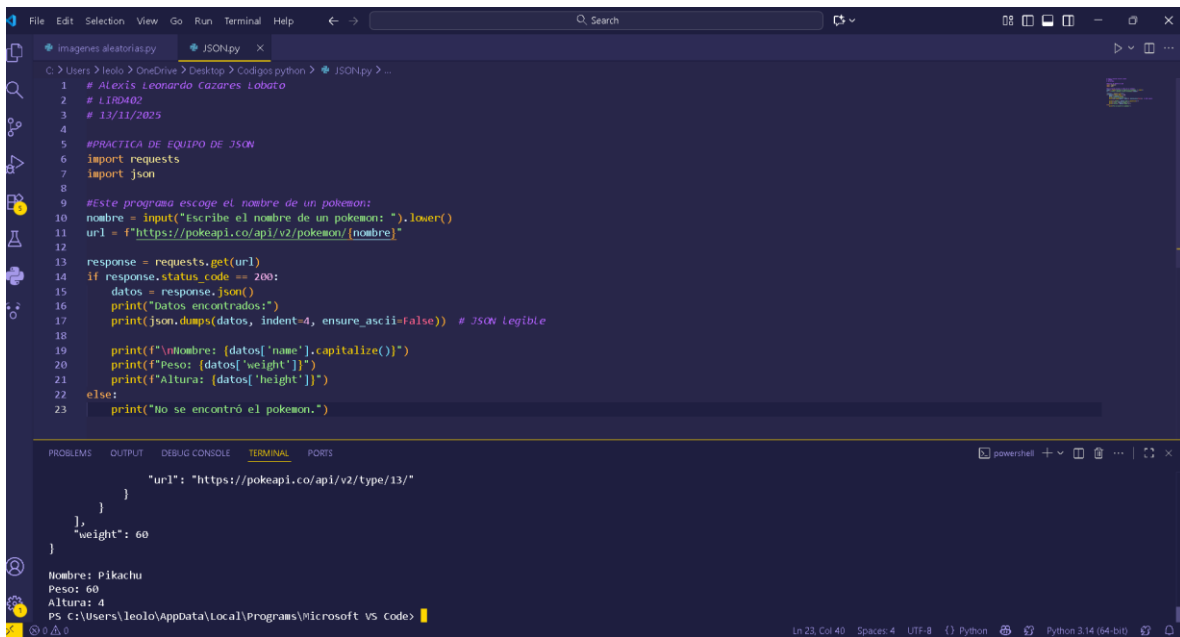
13/11/2025



```

C: > Users > leolo > OneDrive > Desktop > Codigos python > JSON.py > ...
1  # Alexis Leonardo Cazares Lobato
2  # LIRD402
3  # 13/11/2025
4
5  #PRACTICA DE EQUIPO DE JSON
6  import requests
7  import json
8
9  #Este programa escoge el nombre de un pokemon:
10 nombre = input("Escribe el nombre de un pokemon: ").lower()
11 url = f"https://pokeapi.co/api/v2/pokemon/{nombre}"
12
13 response = requests.get(url)
14 if response.status_code == 200:
15     datos = response.json()
16     print("Datos encontrados:")
17     print(json.dumps(datos, indent=4, ensure_ascii=False)) # JSON legible
18
19     print(f"\nNombre: {datos['name'].capitalize()}")
20     print(f"Peso: {datos['weight']}")
21     print(f"Altura: {datos['height']}")
22 else:
23     print("No se encontró el pokemon.")

```



The screenshot shows a Visual Studio Code window with a Python file named 'JSON.py' open. The code in the file is identical to the one in the first block. The terminal at the bottom shows the execution of the script. The user has entered '13' as the Pokemon name. The terminal output shows the JSON data for the Pokemon 'Pikachu' (ID 13), including its name, weight (60), and height (4).

```

C:\Users\leolo\OneDrive\Desktop\Codigos python> JSON.py
Escribe el nombre de un pokemon: 13
{"url": "https://pokeapi.co/api/v2/type/13/",
  }
  },
  "weight": 60
}

Nombre: Pikachu
Peso: 60
Altura: 4
PS C:\Users\leolo\AppData\Local\Programs\Microsoft VS Code>

```