Pokemon name: String height: double weight: double abilities: List<Ability> sprites: Sprite species: Species stats: List<Stat> moves: List<Move> types: List<Type> EvolutionNames: List<String> pokemonDamages: List<Damage>

is\_default: Boolean · id: int getName(): String setName(name: String): void getHeight(): double setHeight(height: double): void getWeight(): double setWeight(weight: double): void getAbilities(): List<Ability> + setAbilities(abilities: List<Ability>): void getSprites(): Sprite setSprites(sprites: Sprite): void getStats(): List<Stat> setStats(stats: List<Stat>): void getMoves(): List<Move> setMoves(moves: List<Move>): void + getTypes(): List<Type> setTypes(types: List<Type>): void getSpecies(): Species setSpecies(species: Species): void getEvolutionNames(): List<String> setEvolutionNames(evolutionNames) List<String>): void + getPokemonDamages(): List<Damage> setPokemonDamages(pokemonDamages: List<Damage>): void getWeakness(): List<TypeDetails> getResistance(): List<TypeDetails> getImmunity(): List<TypeDetails> getls\_default(): Boolean setIs\_default(is\_default: Boolean): void

#### SpeciesDetails

getId(): int

setId(id: int): void

+ SpeciesDetails()

- base\_happiness: int - capture\_rate: int evolution\_chain: EvolutionChain - flavor\_text\_entries: List<PokemonTextEntry> varieties: List<Variety>

+ getBase\_happiness(): int + setBase\_happiness(base\_happiness: int): void + getCapture\_rate(): int + setCapture\_rate(capture\_rate: int): + getEvolution\_chain(): EvolutionChain + setEvolution\_chain(evolution\_chain: EvolutionChain): void + getFlavor\_text\_entries(): List<PokemonTextEntry>

setFlavor\_text\_entries(flavor\_text\_entries: List<PokemonTextEntry>): void + getVarieties(): List<Variety> + setVarieties(varieties: List<Variety>):

## SpriteDetails

+ SpriteDetails() + getUrI(): String + setUrl(url: String): void

Stat - base\_stat: int

- effort: int

- stat: StatDetails

+ Stat() + getBase\_stat(): int + setBase\_stat(base\_stat: int): void + getEffort(): int + setEffort(effort: int):

void + getStat(): StatDetails +

setStat(stat: StatDetails): void

- back\_default: String - back\_shiny: String a - front\_default: String front\_shiny: String

+ Sprite() + getBack\_default(): String + setBack\_default(back\_default: String): + getBack\_shiny(): String + setBack\_shiny(back\_shiny: String): + getFront\_default(): String setFront\_default(front\_default: String): + getFront\_shiny(): String + setFront\_shiny(front\_shiny: String):

- type: TypeDetails

+ getSlot(): int + setSlot(slot: int): void + getType(): TypeDetails + setType(type: TypeDetails): void

- is\_default: Boolean - pokemon: VarietyDetails

+ Variety() + getls\_default(): Boolean + setIs\_default(is\_default: Boolean): void + getPokemon(): VarietyDetails + setPokemon(pokemon: VarietyDetails):

#### PokedexAPI

- POKEMON\_BASE\_URL: String - TYPE\_DAMAGE\_BASE\_URL: String - SPECIES\_DETAILS\_BASE\_URL: String - ABILITY\_TEXT\_BASE\_URL: String - client: HttpClient - mapper: ObjectMapper

- mapearEvolucoes(evolvesToList: List<EvolvesTo>, evolutionNames: List<String>): void + GET\_POKEMON(id: int): Pokemon + GET\_POKEMON(name: String): - typeInList(typeName: String, list: List<TypeDetails>): Boolean + GET\_ABILITY\_TEXT(name: String):

GET\_EVOLUTION\_CHAIN\_DETAILS(url: String): EvolutionChainDetails + GET\_SPECIES\_DETAILS(name: String): SpeciesDetails + GET\_TYPE\_DAMAGE(pokemon: Pokemon): List<Damage>

AbilityEffect

## Ability

- ability: AbilityDetails - is\_hidden: boolean - slot: int

+ Ability() + getAbility(): AbilityDetails + setAbility(ability: AbilityDetails): void + isls\_hidden(): boolean + setls\_hidden(is\_hidden: boolean): + getSlot(): int + setSlot(slot: int): void

## AbilityEffect

- effect\_entries: List<EffectEntry> (private)

+ AbilityEffect() + getEffect\_entries(): List<EffectEntry> + setEffect\_entries(effect\_entries: List<EffectEntry>): void

# Damage

- damage\_relations: DamageRelations (private)

+ Damage() + getDamage\_relations(): DamageRelations +setDamage\_relations(damage\_relations DamageRelations): void

#### PokemonTextEntry

- flavor\_text: String - language: Language version: Version

+ PokemonTextEntry() + getFlavor\_text(): String + setFlavor\_text(flavor\_text: String): void + getLanguage(): Language + setLanguage(language: Language): void + getVersion(): Version + setVersion(version: Version): void

MoveDetails

### Damage

double\_damage\_from: List<TypeDetails> · half\_damage\_from: List<TypeDetails> no\_damage\_from: List<TypeDetails>

DamageRelations() getDouble\_damage\_from(): List<TypeDetails> setDouble\_damage\_from(double\_damage\_from: List<TypeDetails>): void getHalf\_damage\_from(): List<TypeDetails> setHalf\_damage\_from(half\_damage\_from: List<TypeDetails>): void getNo\_damage\_from(): List<TypeDetails> setNo\_damage\_from(no\_damage\_from:

# EffectEntry

effect: String · language: Language · short\_effect: String

List<TypeDetails>): void

+ EffectEntry() getEffect(): String setEffect(effect: String): void getShort\_effect(): String setShort\_effect(short\_effect: String): void getLanguage(): Language

+ setLanguage(language: Language): void

TypeDetails

url: String evolution\_chain\_details: EvolutionChainDetails

EvolutionChain

EvolutionChain() + getUrI(): String setUrl(url: String): void getEvolution\_chain\_details(): EvolutionChainDetails +setEvolution\_chain\_details(evolution\_chain\_details EvolutionChainDetails): void

## EvolutionChainDetails

is\_baby: Boolean evolves\_to: List<EvolvesTo> species: Species

+ EvolutionChainDetailsChain() + getls\_baby(): Boolean setIs\_baby(is\_baby: Boolean): void - getEvolves\_to(): List<EvolvesTo> setEvolves\_to(evolves\_to: List<EvolvesTo>): void + getSpecies(): Species setSpecies(species: Species): void

#### EvolutionDetails

evolves\_to: List<EvolvesTo> - species: Species

+ EvolutionDetails() + getEvolves\_to(): List<EvolvesTo> - setEvolves\_to(evolves\_to: List<EvolvesTo>): void + getSpecies(): Species setSpecies(species: Species): void

#### EvolvesTo

evolution\_details: List<EvolutionDetails> evolves\_to: List<EvolvesTo> species: Species

+ EvolvesTo( - getEvolution\_details(): List<EvolutionDetails> - setEvolution\_details(evolution\_details: List<EvolutionDetails>): void + getEvolves\_to(): List<EvolvesTo> - setEvolves\_to(evolves\_to: List<EvolvesTo>): void - getSpecies(): Species - setSpecies(species: Species): void

Move

move: MoveDetails

+ getMove(): MoveDetails + setMove(move: MoveDetails): void

Version

pokemonsGen1: List<Pokemon> - pokemonsGen2: List<Pokemon> - pokemonsGen3: List<Pokemon> pokemonsGen4: List<Pokemon> - pokemonsGen5: List<Pokemon> pokemonsGen6: List<Pokemon> pokemonsGen7: List<Pokemon> - pokemonsGen8: List<Pokemon> - pokemonsGen9: List<Pokemon> allPokemon: List<Pokemon> mapper: ObjectMapper GEN1URL: String - GEN2URL: String GEN3URL: String GEN4URL: String GEN5URL: String GEN6URL: String GEN7URL: String GEN8URL: String GEN9URL: String

PokemonSearch

- PokemonSearch() mergeGenerations(gen1: List<Pokemon>, gen2: List<Pokemon>, gen3: List<Pokemon>, gen4: List<Pokemon>, gen5: List<Pokemon>, gen6: List<Pokemon>, gen7: List<Pokemon>, gen8: List<Pokemon>, gen9: List<Pokemon>): List<Pokemon> - hasType(typeName: String, pokemonTypes: List<Type>): Boolean - hasAbility(abilityName: String, pokemonAbility: List<Ability>): Boolean - hasMove(moveName: String, pokemonMove: List<Move>): Boolean + selectPokemonsGen1(): List<Pokemon> - selectPokemonsGen2(): List<Pokemon> + selectAllPokemon(): List<Pokemon> selectPokemonByType(typeName: String, pokemons: List<Pokemon>): List<Pokemon> selectPokemonByName(name: String, pokemons: List<Pokemon>): List<Pokemon>

+ selectPokemonByAbility(name: String, pokemons: List<Pokemon>): List<Pokemon> + selectPokemonByMove(name: String, pokemons: List<Pokemon>): List<Pokemon> searchForAllAtributes(pokemons: List<Pokemon>, name: String, abilityName: String, typeName: String, moveName: String): List<Pokemon> + selectPokemonsGen3(): List<Pokemon> - setPokemonsGen3(pokemonsGen3:

List<Pokemon>): void - selectPokemonsGen4(): List<Pokemon> - setPokemonsGen4(pokemonsGen4: List<Pokemon>): void + selectPokemonsGen5(): List<Pokemon> + setPokemonsGen5(pokemonsGen5: List<Pokemon>): void + selectPokemonsGen6(): List<Pokemon> - setPokemonsGen6(pokemonsGen6: List<Pokemon>): void - selectPokemonsGen7(): List<Pokemon> - setPokemonsGen7(pokemonsGen7: List<Pokemon>): void + selectPokemonsGen8(): List<Pokemon>

+ setPokemonsGen8(pokemonsGen8:

- setPokemonsGen9(pokemonsGen9:

+ selectPokemonsGen9(): List<Pokemon>

VarietyDetails

List<Pokemon>): void

List<Pokemon>): void

JFrame Telalnicial TelaResultado campoPesquisa: JTextField - api: PokedexAPI

imagemPokemon: JLabel - pokemon: Pokemon - cardPanel: JPanel coresTipos: Map<String, Color> cardLayout: CardLayout parentPanel: JPanel - cardLayout: CardLayout

+ TelaInicial() + main(args: String[]): void + TelaResultado(nomePokemon: - criarTelaInicial(): JPanel String, parentPanel: JPanel, - carregarlmagem(caminho: String): cardLayout: CardLayout) - definirCoresTipos(): void - contarRepeticoes(lista: List<String>):

Map<String, Integer>

NameUrl

# name: String # url: String

- NameUrl() + getName(): String + setName(name: String): void getUrl(): String

setUrl(url: String): void

StatDetails Language AbilityDetails

> setAbilityEffect(abilityEffect: AbilityEffect): void

AbilityEffect: abiilityEffect

+ Species() + getSpecies(): SpeciesDetails + setSpecies(species: SpeciesDetails): void

species: SpeciesDetails

Species

- getAbilityEffect(): AbilityEffect