

Pokemon Class

```
class Pokemon:
    # Initialisation of class
    def __init__(self, name, pokemon_type, hp, legendary, Attack, Defense):

    # Representation
    def __repr__(self):

    def revive(self):

    def knocked_out(self):

    def lose_health(self, value):

    def gain_health(self, value):

    def attack(self, other_pokemon):

    def get_knocked_out(self):

    def get_health(self):
```

Trainer Class

```
class Trainer:
    # Initialisation of class
    def __init__(self, name, pokemons_list, current_pokemon, potents):

    # Representation
    def __repr__(self):

    def attack_other_trainer_pokemon(self, other_trainer):

    def use_potent(self):

    def get_potents(self):

    def get_current_pokemon(self):
```

