# Pokémon Battle Version 1: Initializing a Pokémon

In this lab, you will develop a program that simulates a battle between two randomly chosen Pokémon.

You will implement the program using object-oriented programming. You will need to create a `Pokemon` class. Let's start by implementing the class constructor (`__init__`).

## What to do

Implement the constructor (`__init__` method) of the `Pokemon` class. It will take the following arguments:

- `name`: The name of the Pokémon.
- `attack`: The attack stat of the Pokémon.
- `defense`: The defense stat of the Pokémon.
- `max_health`: The maximum health of the Pokémon.
- `current_health`: The current health of the Pokémon.

Your constructor will simply set the values of the instance variables to the given values.

Then, in the `main` function, create two `Pokemon` objects. Call them `pikachu` and `bulbasaur`.

You **must** use the following `main()` function code:

```
def main():
    """
    Battle of two Pokemon
    """
    pokemon1 = Pokemon("Pikachu", 55, 40, 35, 35)
    pokemon2 = Pokemon("Bulbasaur", 49, 49, 45, 45)
    print(f"Welcome, {pokemon1.name} and {pokemon2.name}!")
```

## Hints

- This is a simple version, you're just starting, do not overthink it.

## Program name

Save your program as `pokemon1.py`.

## Demo

https://asciinema.org/a/MONzaomnl83B6e4Pvo8YNb9s8

## Testing

To make sure your program works correctly, you should test it.

- Run your program with `python pokemon1.py`. Your program should print:

```
Welcome, Pikachu and Bulbasaur!
```

## Submitting

Submit `pokemon1.py` via eClass.

*You may submit either all versions you complete, or only the final version.*