Data Classes and APIs: PokéAPI

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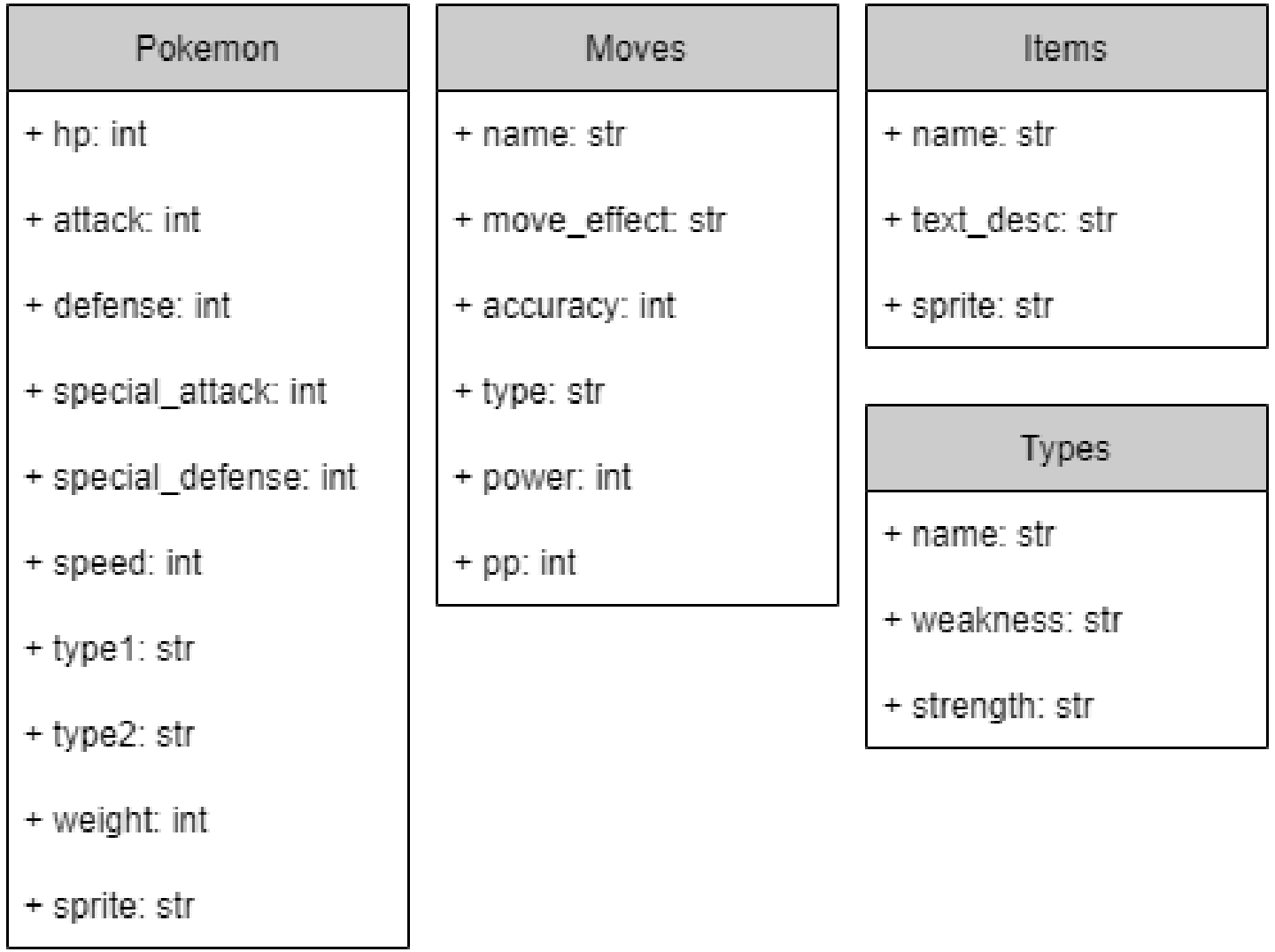
Data Class Model



Changes to Data Classes

- We took a longer time looking through the API to determine what data we wanted to extract since the API contained a LOT of data.
- More data to request and more requests lead to slower run times.
  - Troublesome since it is an open-source API and running a large amount of GET requests is quite slow. We aren't the only people running requests on this network.
- In two instances, we found that we were missing some important or useful data.
  - Pokémon
    - Sprite
  - Move
    - Move Effect

Consuming PokéAPI

- Take the Red Pill to see the PokéAPI...
- Take the Blue Pill to skip to scrapper code...

Pokémon CSV

Name	HP	Attack	Defense	Special Attack	Special Defense	Speed	Type	Weight	Sprite
Bulbasaur	45	49	49	65	65	45	grass	69	https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/1.png
Charmander	39	52	43	60	50	65	fire	85	https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/4.png
Squirtle	44	48	65	50	64	43	water	90	https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/7.png

Resources

PokeAPI: https://pokeapi.co/