Now that we have all of our classes that represent each part of the Pokemon battle, it's time to put the pieces together to simulate a full Pokemon battle.

In this challenge, your job is to write the code that sets up two PokemonTrainers for battle. Read input from the user to choose each PokemonTrainer's name, choose the Pokemon for each trainer, and teach each Pokemon moves.

For example, your output may look something like this:

```
Welcome the Pokemon Simulator!

Set up first Pokemon Trainer:
Trainer, what is your name? Ash
Hello Ash!

Choose your first pokemon
Enter the name of your pokemon: Squirtle
You chose:
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```

Squirtle (Health: 100 / 100)

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Would you like to teach Squirtle a new move? yes
Enter the name of the move: Tailwhip
How much damage does this move do? 15
Squirtle learned Tailwhip (15 Damage)!

Would you like to teach Squirtle a new move? no
Squirtle has learned all of their moves

Choose your second pokemon
Enter the name of your pokemon: Pikachu
... etc
```