

We now have a fully functional Pokemon battle between two PokemonTrainers! Nice work!

The last step is to add a computer player that chooses Pokemon and Moves randomly.

Make a class `ComputerTrainer` that is a subclass of `PokemonTrainer`. It should do everything `PokemonTrainer` does, except this class will be able to populate itself with randomly generated Pokemon, and choose Moves randomly instead of having to get input from the user.

We've gotten the class started for you. Your job is to implement the following methods:

```
/*
 * Write a Constructor that sets the name of the
 * ComputerTrainer to be the name passed in, and adds
 * 2 randomly generated Pokemon to its collection
 * of Pokemon.
 */
public ComputerTrainer(String name)

/*
 * Adds a randomly generated Pokemon to this ComputerTrainer's
 * collection of Pokemon. A ComputerTrainer can only have 2
 * Pokemon. This method returns true if there was room for the
 * new Pokemon and it was successfully added, false otherwise.
 */
public boolean addRandomPokemon()

/*
 * Returns a Move randomly chosen from the set of Moves
 * that this trainer's current Pokemon knows.
 * If all Pokemon have fainted, returns null.
 */
public Move chooseRandomMove()
```