

Now it's time to make the `PokemonTrainer` class to represent a player in the battle. A `PokemonTrainer` has their own `Pokemon` and commands them to use certain Moves during the battle. A `PokemonTrainer` has lost when all of their `Pokemon` have fainted.

A `PokemonTrainer` has a name as well as a collection of `Pokemon`. A `PokemonTrainer` cannot have more than `MAX_POKEMON` `Pokemon`. A `PokemonTrainer` has zero `Pokemon` when it is first created.

You should decide what instance variables the `PokemonTrainer` class should have, write a Constructor for the class, and write the following methods:

```
/*
 * Adds Pokemon p to the PokemonTrainer's collection of Pokemon.
 * A Player is only allowed MAX_POKEMON Pokemon, so this method
 * will return true if there was room for the new Pokemon and
 * it was successfully added, false if there was no room for the
 * new Pokemon.
 */
public boolean addPokemon(Pokemon p)

/*
 * Returns true if all of the PokemonTrainer's Pokemon
 * have fainted, false otherwise.
 */
public boolean hasLost()

/*
 * Returns the first Pokemon that has not yet fainted
 * from this PokemonTrainer's collection of Pokemon.
 * If every Pokemon has fainted, this method returns null.
 */
public Pokemon getNextPokemon()

// Returns this PokemonTrainer's name
public String toString()
```