Now we'll make the Pokemon class to represent a Pokemon creature. A Pokemon has a name (ie Pikachu, Charmander, etc), a health value, and several Moves they can use. It is up to you to decide how you should store this data in the Pokemon class.

The maximum health a Pokemon can have is 100, and this is the amount of health a Pokemon should have when it is first created.

The maximum number of Moves a Pokemon can know is 4. A Pokemon doesn't know any moves when it is first created, it has to learn them from a Pokemon Trainer.

You should decide the instance variables for this class, write a Constructor, and implement the following methods:

```
// Returns the name of the Pokemon
public String getName()

// Returns how much health this Pokemon has
public int getHealth()

/*
 * Returns true if this Pokemon has fainted,
 * False otherwise. A Pokemon faints when their health is
 * less than or equal to 0
 */
public boolean hasFainted()

/*
 * A Pokemon can only know 4 Moves. This method
 * returns true if this Pokemon can still learn more
 * Moves, returns false otherwise.
 */
public boolean canLearnMoreMoves()

/*
 * Adds the Move `move` to the collection of Moves
 * that this Pokemon knows. Returns true if the Move was
 * successfully added. Returns false if the Pokemon already
 * knew 4 Moves and couldn't learn a new one.
 */
public boolean learnMove(Move move)

/*
 * Remove the Move `move` from this Pokemon's
 * collection of Moves, if it's there.
 */
public void forgetMove(Move move)

/*
 * Return a String containing the name and health
 * of this Pokemon
 * Example: "Pikachu (Health: 85 / 100)"
 */
public String toString()
```

In order to implement the `forgetMove` method, you may find it helpful to define an `equals` method for the `Move` class in order to compare `Move` objects.

Move.java

```
/*
 * Returns true if this Move has the same name
 * as the Move `other`, false otherwise
 */
public boolean equals(Move other)
```