Now that we can see our Pokemon in their beautiful ASCII form, we need to give them the ability to use their Moves on each other.

Add the following methods to the Pokemon class:

```java
// Returns an ArrayList of all the Moves this Pokemon knows
public ArrayList<Move> getMoves()

// Returns true if the Pokemon knows this move (has this Move
// in its collection), false otherwise
public boolean knowsMove(Move move)

// Returns true if the Pokemon knows a Move with
// the name `moveName`, false otherwise
public boolean knowsMove(String moveName)

/*
 * Tries to perform the Move `move` on the Pokemon `other`
 * A Pokemon can only use a Move if it knows the Move
 * An attack should subtract the damage of the Move
 * from the health of the opponent.
 * Returns true if the Pokemon knew the Move and used it
 * Returns false otherwise.
 */
public boolean attack(Pokemon opponent, Move move)

/*
 * Tries to perform a Move with the name `moveName` on
 * the Pokemon `other`
 * A Pokemon can only use a Move if it knows the Move
 * An attack should subtract the damage of the Move
 * from the health of the opponent.
 * Returns true if the Pokemon knew the Move and used it
 * Returns false otherwise.
 */
public boolean attack(Pokemon opponent, String moveName)
```

Test out these new methods in the PokemonTester class.