

Time to attach some ASCII Art to these Pokemon! Your job in this exercise is to upgrade the Pokemon Class to include images.

We've provided a `PokemonImages` class that gets Strings of ASCII Art for certain Pokemon (Pikachu, Charmander, Bulbasaur, and Squirtle). For example the following code:

```
PokemonImages images = new PokemonImages();

// Get an image by String name
String pikachuImage = images.getPokemonImage("Pikachu");
System.out.println("Pikachu:
" + pikachuImage);

// Get an image by Pokemon
Pokemon charmander = new Pokemon("Charmander");
String charmanderImage = images.getPokemonImage(charmander);
System.out.println("Charmander:
" + charmanderImage);

// Some Pokemon don't have images, `nothingImage` will be null
String nothingImage = images.getPokemonImage("nothing");
System.out.println("Nothing:
" + nothingImage);
```

Will print out:

Pikachu:

```
@&&&@&&&@&&&@&&&
@@&..*&@&..&&&
%&.....&.&.....#&
&.....#. ,&@&&&@%, %.....&
*&.....,.....&/
./.....&, /@/..&
&..,*.....#&...(/@*.....%
&.%&&&.....(@@&.&%#.....%
(. ....*.....,.....&
#(((/..,###(.*(((/*.../**,,.....&
@(#...(////.....(*****(%&@&
&.....*.....,.....@,
(. ....,.,./.....**(.
#.....&***(.
.,...(. ...., (*****/ ,
.,...*.....**%
&/(. /...../.....###&
&*,.. /.., /... /..(, (...%&.
##*...,,,....(***.../
/***** */* ,.&
&%, **, ...#@#*(*/&*
```

Charmander:

```
,%%((((, .
,#####.
,/(#####/##.((((*
//((((((((...../((((
.,*,.((((**..*#(((((((
.,,,,.(#####
%.,,.,/,(#####*
, .###/*((((((((((%
,(((%. ,##/.(((((((((((/ *,. %&&/#(
.(#####//((((//(((**%#((((, &&&////
/((((((((*(/#####(, (&/////
.(#####/&&&%/((((((((((((.. ##*(*/&
.(, &&&&&,(((((((//, (,
* &&&&&&&/#####/ (,
%&&&&&&&*(((((((( *(*
, &&&&&&&((((((((, (((
* &&&&&&&((((((((, (((((%
.%(, &&&&&&&,((((((((** ., (((((%,
.%(#####* &&&&&&&,((((((((**/((((((,%*
/(*, , ,((///* &&&&(((((((((((//((*(%*
#*(#####//(((/%/#####/, %%%%.
*////////, . //(((//**%(.
.//// //////////%
.. .////,
/ , / , ,
%,%# , .
```

Nothing:

null

Your job is to change the Pokemon class so that it can store images for Pokemon.

First, add an instance variable to the Pokemon class to store an image.

Then, add a new Constructor, still keeping the old one. This will allow Pokemon to be constructed in multiple ways, one way is the Constructor you already wrote, one way is this new Constructor:

```
public Pokemon(String name, String image)
```

This new Constructor should do everything the old one did, but also add an image for the Pokemon.

Then add the following methods to the Pokemon class:

```
// Sets this Pokemon's image to be `image`
public void setImage(String image)

// Returns the ASCII Art image for this Pokemon
public String getImage()
```

Finally, modify the `Pokemon toString()` method so that it includes the Pokemon's image, if it has one.

For example, the following code:

```
PokemonImages images = new PokemonImages();
Pokemon pikachu = new Pokemon("Pikachu", images.getPokemonImage("Pikachu"));
System.out.println(pikachu);

System.out.println("=====");

Pokemon raichu = new Pokemon("Raichu");
System.out.println(raichu);
```

Should print out

```

@&&&@&&&
@@&..*&(&../&&&
%&.....&.&.....#&
&.....#. ,&&&&&@%, %.....&
*&.....,.,&/
./.....&, /@/..&
&..,*.....#&...(/@*.....%
&.%&%&.....(@@&.&%#.....%
(. .....*.....,.(.....&
#(((/..,%###(.*((((*/**,,.....&
@(#.....(///.....*****(%&&&
&.....*.....,.....@,
(. .....**(.
#.....&***(.
.,.....(.....,(******/ ,
.,.....*.....**%
&/(&./...../.....###&
&*,././.,/...../.(,(&.%&.
#**.....,.,.,.,.(**...../
/*****/*,.&
&%,**,...#@#*(/*&*
Pikachu (Health: 100 / 100)
=====
Raichu (Health: 100 / 100)

```

Because the Pokemon `pikachu` has an image, and `raichu` does not.