

```

using namespace std;
#include <fstream>
#include <string>
enum type
{
    NORMAL,
    FIRE,
    WATER,
    ELECTRIC,
    GRASS,
    ICE,
    FIGHTING,
    POISON,
    GROUND,
    FLYING,
    PSYCHIC,
    BUG,
    ROCK,
    GHOST,
    DRAGON,
    DARK,
    STEEL,
    FAIRY
};
class Pokemon
{
public:
    Pokemon(int x, int y);
    type art;
    unsigned short int level = 1;
    unsigned short int pokeDexNr;
    string namn = namngje();

    string angripOgPrint(type angrep)
    {
        int verdi = angrip(angrep);
        switch (verdi){
            case 0:
                return "Not_effective";
            case 50:
                return "It's_not_very_effective";
            case 100:
                return "normal_skade";
            case 200:

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        return "It's super effective";
    default:
        return "normalskade";
    }
}

string namngje()
{
    int x = pokeDexNr;
    switch (x) {
        case 0:
            return "MinssingNo";
        case 1:
            return "Bulbasaur";
        case 2:
            return "Ivysaur";
        case 3:
            return "Venasaur";
        case 130:
            return "Gyarados";
        default:
            return "ugyldig";
    }
}

std::string getFileContents (std::ifstream& File)
{
    std::string Lines = "";           //All lines

    if (File)                         //Check if everything is good
    {
        while (File.good ())
        {
            std::string TempLine;      //Temp line
            std::getline (File , TempLine); //Get temp line
            TempLine += '\n';          //Add newline character

            Lines += TempLine;         //Add newline
        }
        return Lines;
    }
    else                               //Return error
    {
        return "ERROR_File_does_not_exist.";
    }
}

```

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void printPok()
{
    int x = pokeDexNr;
    char filnamn[3];

    if (x <= 9 || x <= 1 ){
        filnamn[0] = x + 48;
        filnamn[1] = '\0';
        filnamn[2] = '\0';
        filnamn[3] = '\0';
    }
    if (x >= 10 && x <= 99) {
        filnamn[0] = (x / 10) + 48;
        filnamn[1] = (x % 10) + 48;
        filnamn[2] = '\0';
        filnamn[3] = '\0';
    }
    if ( x >= 100){
        filnamn[0] = (x / 100) + 48;
        filnamn[1] = ((x -100) / 10) + 48;
        filnamn[2] = (x % 10) + 48;
        filnamn[3] = '\0';
    }

    //cout << filnamn << endl;
    ifstream ifs;
    char mappe[] = "kunstverk/";
    strcat(mappe, filnamn);
    ifs.open(mappe);
    string out = getFileContents(ifs);
    cout << out;
}

int angrip(type angrep)
{

    switch(art){

    case NORMAL:
        switch (angrep){
            case GHOST:
                return 0;
            case FIGHTING:
                return 200;
        }
    }
}

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        default :
            return 100;
    }
    break;

case FIRE:
    switch (angrep){
        case FIRE:
            return 50;
        case GRASS:
            return 50;
        case ICE:
            return 50;
        case BUG:
            return 50;
        case STEEL:
            return 50;
        case FAIRY:
            return 50;
        case ROCK:
            return 200;
        case WATER:
            return 200;
        case GROUND:
            return 200;
        default :
            return 100;
    }
    break;

case WATER:
    switch (angrep){
        case FIRE:
            return 50;
        case WATER:
            return 50;
        case ICE:
            return 50;
        case STEEL:
            return 50;
        case ELECTRIC:
            return 200;
        case GRASS:
            return 200;
        default :

```

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        return 100;
    }
    break;
case ELECTRIC:
    switch(angrep){
        case ELECTRIC:
            return 50;
        case FLYING:
            return 50;
        case STEEL:
            return 50;
        case GROUND:
            return 200;
        default:
            return 100;
    }
    break;
case GRASS:
    switch (angrep){
        case NORMAL:
            return 100;
        case FIRE:
            return 200;
        case WATER:
            return 50;
        case ELECTRIC:
            return 50;
        case GRASS:
            return 50;
        case ICE:
            return 200;
        case FIGHTING:
            return 100;
        case POISON:
            return 200;
        case GROUND:
            return 50;
        case FLYING:
            return 200;
        case PSYCHIC:
            return 100;
        case BUG:
            return 200;
        case ROCK:
            return 100;
        case GHOST:

```

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        return 100;
    case DRAGON:
        return 100;
    case DARK:
        return 100;
    case STEEL:
        return 100;
    case FAIRY:
        return 100;
    default:
        return 100;
    }
    break;
case ICE:
    switch (angrep){
        case NORMAL:
            return 100;
        case FIRE:
            return 200;
        case WATER:
            return 100;
        case ELECTRIC:
            return 100;
        case GRASS:
            return 100;
        case ICE:
            return 50;
        case FIGHTING:
            return 200;
        case POISON:
            return 100;
        case GROUND:
            return 100;
        case FLYING:
            return 100;
        case PSYCHIC:
            return 100;
        case BUG:
            return 100;
        case ROCK:
            return 200;
        case GHOST:
            return 100;
        case DRAGON:
            return 100;
        case DARK:

```

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        return 100;
    case STEEL:
        return 200;
    case FAIRY:
        return 100;
    default:
        return 100;
    }
    break;
case FIGHTING:
    switch (angrep){
        case NORMAL:
            return 100;
        case FIRE:
            return 100;
        case WATER:
            return 100;
        case ELECTRIC:
            return 100;
        case GRASS:
            return 100;
        case ICE:
            return 100;
        case FIGHTING:
            return 100;
        case POISON:
            return 100;
        case GROUND:
            return 100;
        case FLYING:
            return 200;
        case PSYCHIC:
            return 200;
        case BUG:
            return 50;
        case ROCK:
            return 50;
        case GHOST:
            return 100;
        case DRAGON:
            return 100;
        case DARK:
            return 50;
        case STEEL:
            return 100;
        case FAIRY:

```

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        return 200;
    default :
        return 100;
    }
    break;
case 18:
    switch (angrep){
        case NORMAL:
            return 100;
        case FIRE:
            return 100;
        case WATER:
            return 100;
        case GRASS:
            return 100;
        case ICE:
            return 100;
        case FIGHTING:
            return 100;
        case POISON:
            return 100;
        case GROUND:
            return 100;
        case FLYING:
            return 100;
        case PSYCHIC:
            return 100;
        case BUG:
            return 100;
        case ROCK:
            return 100;
        case GHOST:
            return 100;
        case DRAGON:
            return 100;
        case DARK:
            return 100;
        case STEEL:
            return 100;
        case FAIRY:
            return 100;
        default :
            return 100;
    }
    break;
case POISON:

```



```

switch (angrep){
  case NORMAL:
    return 100;
  case FIRE:
    return 100;
  case WATER:
    return 100;
  case ELECTRIC:
    return 100;
  case GRASS:
    return 50;
  case ICE:
    return 100;
  case FIGHTING:
    return 50;
  case POISON:
    return 50;
  case GROUND:
    return 200;
  case FLYING:
    return 100;
  case PSYCHIC:
    return 200;
  case BUG:
    return 50;
  case ROCK:
    return 100;
  case GHOST:
    return 100;
  case DRAGON:
    return 100;
  case DARK:
    return 100;
  case STEEL:
    return 100;
  case FAIRY:
    return 50;
  default:
    return 100;
}
break;
case GROUND:
  switch (angrep){
    case NORMAL:
      return 100;
    case FIRE:

```

```

        return 100;
    case WATER:
        return 200;
    case ELECTRIC:
        return 0;
    case GRASS:
        return 200;
    case ICE:
        return 200;
    case FIGHTING:
        return 100;
    case POISON:
        return 50;
    case GROUND:
        return 100;
    case FLYING:
        return 100;
    case PSYCHIC:
        return 100;
    case BUG:
        return 100;
    case ROCK:
        return 50;
    case GHOST:
        return 100;
    case DRAGON:
        return 100;
    case DARK:
        return 100;
    case STEEL:
        return 100;
    case FAIRY:
        return 100;
    default:
        return 100;
    }
    break;
case FLYING:
    switch (angrep){
        case NORMAL:
            return 100;
        case FIRE:
            return 100;
        case WATER:
            return 100;
        case ELECTRIC:

```

```

        return 200;
    case GRASS:
        return 50;
    case ICE:
        return 200;
    case FIGHTING:
        return 50;
    case POISON:
        return 100;
    case GROUND:
        return 100;
    case FLYING:
        return 100;
    case PSYCHIC:
        return 100;
    case BUG:
        return 50;
    case ROCK:
        return 200;
    case GHOST:
        return 100;
    case DRAGON:
        return 100;
    case DARK:
        return 100;
    case STEEL:
        return 100;
    case FAIRY:
        return 100;
    default:
        return 100;
}
break;
case PSYCHIC:
    switch (angrep){
        case NORMAL:
            return 100;
        case FIRE:
            return 100;
        case WATER:
            return 100;
        case ELECTRIC:
            return 100;
        case GRASS:
            return 100;
        case ICE:

```

```

        return 100;
    case FIGHTING:
        return 50;
    case POISON:
        return 100;
    case GROUND:
        return 100;
    case FLYING:
        return 100;
    case PSYCHIC:
        return 50;
    case BUG:
        return 50;
    case ROCK:
        return 100;
    case GHOST:
        return 50;
    case DRAGON:
        return 100;
    case DARK:
        return 50;
    case STEEL:
        return 100;
    case FAIRY:
        return 100;
    default:
        return 100;
    }
    break;
case BUG:
    switch (angrep){
        case NORMAL:
            return 100;
        case FIRE:
            return 200;
        case WATER:
            return 100;
        case ELECTRIC:
            return 100;
        case GRASS:
            return 50;
        case ICE:
            return 100;
        case FIGHTING:
            return 50;;
        case POISON:

```

```

        return 100;
    case GROUND:
        return 50;;
    case FLYING:
        return 200;
    case PSYCHIC:
        return 100;
    case BUG:
        return 100;
    case ROCK:
        return 200;
    case GHOST:
        return 100;
    case DRAGON:
        return 100;
    case DARK:
        return 100;
    case STEEL:
        return 100;
    case FAIRY:
        return 100;
    default:
        return 100;
}
break;
case ROCK:
    switch (angrep){
        case NORMAL:
            return 50;
        case FIRE:
            return 50;
        case WATER:
            return 200;
        case ELECTRIC:
            return 100;
        case GRASS:
            return 200;
        case ICE:
            return 100;
        case FIGHTING:
            return 200;
        case POISON:
            return 50;
        case GROUND:
            return 200;
        case FLYING:

```

```

        return 50;
    case PSYCHIC:
        return 100;
    case BUG:
        return 100;
    case ROCK:
        return 100;
    case GHOST:
        return 100;
    case DRAGON:
        return 100;
    case DARK:
        return 100;
    case STEEL:
        return 200;
    case FAIRY:
        return 100;
    default:
        return 100;
    }
    break;
case GHOST:
    switch (angrep){
        case NORMAL:
            return 0;
        case FIRE:
            return 100;
        case WATER:
            return 100;
        case ELECTRIC:
            return 100;
        case GRASS:
            return 100;
        case ICE:
            return 100;
        case FIGHTING:
            return 0;
        case POISON:
            return 50;
        case GROUND:
            return 100;
        case FLYING:
            return 100;
        case PSYCHIC:
            return 100;
        case BUG:

```

```

        return 50;
    case ROCK:
        return 100;
    case GHOST:
        return 200;
    case DRAGON:
        return 100;
    case DARK:
        return 200;
    case STEEL:
        return 100;
    case FAIRY:
        return 100;
    default:
        return 100;
    }
    break;
case DRAGON:
    switch (angrep){
    case NORMAL:
        return 100;
    case FIRE:
        return 50;
    case WATER:
        return 50;
    case ELECTRIC:
        return 50;
    case GRASS:
        return 50;
    case ICE:
        return 200;
    case FIGHTING:
        return 100;
    case POISON:
        return 100;
    case GROUND:
        return 100;
    case FLYING:
        return 100;
    case PSYCHIC:
        return 100;
    case BUG:
        return 100;
    case ROCK:
        return 100;
    case GHOST:

```

```

        return 100;
    case DRAGON:
        return 200;
    case DARK:
        return 100;
    case STEEL:
        return 100;
    case FAIRY:
        return 200;
    default:
        return 100;
    }
    break;
case DARK:
    switch (angrep){
        case NORMAL:
            return 100;
        case FIRE:
            return 100;
        case WATER:
            return 100;
        case ELECTRIC:
            return 100;
        case GRASS:
            return 100;
        case ICE:
            return 100;
        case FIGHTING:
            return 200;
        case POISON:
            return 100;
        case GROUND:
            return 100;
        case FLYING:
            return 100;
        case PSYCHIC:
            return 0;
        case BUG:
            return 200;
        case ROCK:
            return 100;
        case GHOST:
            return 50;
        case DRAGON:
            return 100;
        case DARK:

```



```

        return 50;
    case STEEL:
        return 100;
    case FAIRY:
        return 200;
    default:
        return 100;
    }
    break;
case STEEL:
    switch (angrep){
        case NORMAL:
            return 50;
        case FIRE:
            return 200;
        case WATER:
            return 100;
        case ELECTRIC:
            return 100;
        case GRASS:
            return 50;
        case ICE:
            return 50;
        case FIGHTING:
            return 200;
        case POISON:
            return 100;
        case GROUND:
            return 200;
        case FLYING:
            return 50;
        case PSYCHIC:
            return 50;
        case BUG:
            return 50;
        case ROCK:
            return 50;
        case GHOST:
            return 100;
        case DRAGON:
            return 50;
        case DARK:
            return 100;
        case STEEL:
            return 50;
        case FAIRY:

```

```

        return 50;
    default :
        return 100;
    }
    break;
case FAIRY:
    switch (angrep){
        case NORMAL:
            return 100;
        case FIRE:
            return 100;
        case WATER:
            return 100;
        case ELECTRIC:
            return 100;
        case GRASS:
            return 100;
        case ICE:
            return 100;
        case FIGHTING:
            return 50;
        case POISON:
            return 200;
        case GROUND:
            return 100;
        case FLYING:
            return 100;
        case PSYCHIC:
            return 100;
        case BUG:
            return 50;
        case ROCK:
            return 100;
        case GHOST:
            return 100;
        case DRAGON:
            return 0;
        case DARK:
            return 50;
        case STEEL:
            return 200;
        case FAIRY:
            return 100;
        default :
            return 100;
    }
}

```

```

                                break;
                                }
                            }
};

Pokemon::Pokemon(int x, int y)
{
    pokeDexNr = x;
    level = y;
}

```