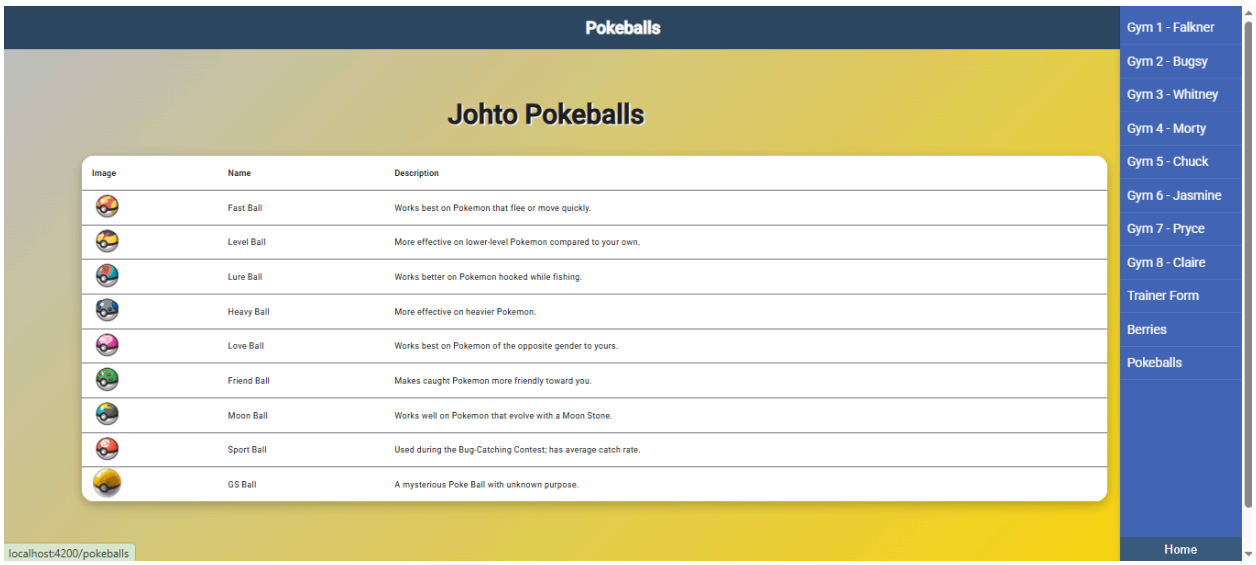
APPDEV1
ZAPANTA, ZEUS LEVI C.
IAB1



pokeballs-service.ts | pokeballs.html

src > app > pokeballs-service.ts > PokeballsService

```typescript
import { Injectable } from '@angular/core';

@Injectable({
  providedIn: 'root'
})
export class PokeballsService {
  getPokeballs() {
    return[
      {img: "FastBall.png",name: "Fast Ball", description: "Works best on Pokemon that flee or move quickly."},
      {img: "LevelBall.png",name: "Level Ball", description: "More effective on lower-level Pokemon compared to your own."},
      {img: "LureBall.png",name: "Lure Ball", description: "Works better on Pokemon hooked while fishing."},
      {img: "HeavyBall.png",name: "Heavy Ball", description: "More effective on heavier Pokemon."},
      {img: "LoveBall.png",name: "Love Ball", description: "Works best on Pokemon of the opposite gender to yours."},
      {img: "FriendBall.png",name: "Friend Ball", description: "Makes caught Pokemon more friendly toward you."},
      {img: "MoonBall.png",name: "Moon Ball", description: "Works well on Pokemon that evolve with a Moon Stone."},
      {img: "SportBall.png",name: "Sport Ball", description: "Used during the Bug-Catching Contest; has average catch rate."},
      {img: "GSBall.png",name: "GS Ball", description: "A mysterious Poke Ball with unknown purpose."},
    ]
  }
}
```

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app > pokeballs > TS pokeballs.ts > ...

```ts
import { Component } from '@angular/core';
import { PokeballsService } from '../pokeballs-service';

@Component({
  selector: 'app-pokeballs',
  standalone: false,
  templateUrl: './pokeballs.html',
  styleUrl: './pokeballs.css'
})
export class Pokeballs {
  dataSource: {name: string, description: string}[] = [];

  constructor(private pokeballsService: PokeballsService) {
  }
  ngOnInit(): void {
    console.log("ngOnInit called");
    this.dataSource = this.pokeballsService.getPokeballs();
  }
  displayedColumns: string[] = ['img','name', 'description'];
}
```

src > app > pokeballs > pokeballs.html > h1

```html
<h1>Johto Pokeballs</h1>

<table mat-table [dataSource]="dataSource" class="mat-elevation-z8">
  <ng-container matColumnDef="img">
    <th mat-header-cell *matHeaderCellDef> Image </th>
    <td mat-cell *matCellDef="let element">
      <img class="pokeball-img" [src]="element.img">
    </td>
  </ng-container>

  <ng-container matColumnDef="name">
    <th mat-header-cell *matHeaderCellDef> Name </th>
    <td mat-cell *matCellDef="let element"> {{ element.name }} </td>
  </ng-container>

  <ng-container matColumnDef="description">
    <th mat-header-cell *matHeaderCellDef> Description </th>
    <td mat-cell *matCellDef="let element"> {{ element.description }} </td>
  </ng-container>

  <tr mat-header-row *matHeaderRowDef="displayedColumns"></tr>
  <tr mat-row *matRowDef="let row; columns: displayedColumns"></tr>
</table>
```

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```typescript
import { Injectable } from '@angular/core';

@Injectable({
  providedIn: 'root'
})
export class BerriesService {
  getBerries() {
    return[
      {name: 'Berry', held: "If the holder's HP falls below 50%, it will consume its held
      {name: 'Bitter Berry', held: "If the holder is confused, it will consume its held B
      {name: 'Burnt Bery', held: "If the holder is frozen, it will consume its held Burnt
      {name: 'Gold Berry', held: "If the holder's HP falls below 50%, it will consume its
      {name: 'Ice Berry', held: "If the holder is burned, it will consume its held Ice Be
      {name: 'Mint Berry', held: "If the holder is asleep, it will consume its held Mint
      {name: 'MiracleBerry', held: "If the holder has a non-volatile status condition or
      {name: 'MysteryBerry', held: "If one of the holder's moves runs out of PP, it consu
      {name: 'PRZCureBerry', held: "If the holder is paralyzed, it will consume its held
      {name: 'PSNCureBerry', held: "If the holder is poisoned, it will consume its held P
    ]
  }
}
```

```html
<h1>Johto Berries</h1>

<table mat-table [dataSource]="dataSource" class="mat-elevation-z8">

  <ng-container matColumnDef="name">
    <th mat-header-cell *matHeaderCellDef> Name </th>
    <td mat-cell *matCellDef="let element"> {{element.name}} </td>
  </ng-container>

  <ng-container matColumnDef="held">
    <th mat-header-cell *matHeaderCellDef> Held Effect </th>
    <td mat-cell *matCellDef="let element"> {{element.held}} </td>
  </ng-container>

  <ng-container matColumnDef="bag">
    <th mat-header-cell *matHeaderCellDef> Bag Effect </th>
    <td mat-cell *matCellDef="let element"> {{element.bag}} </td>
  </ng-container>

  <tr mat-header-row *matHeaderRowDef="displayedColumns"></tr>
  <tr mat-row *matRowDef="let row; columns: displayedColumns"></tr>

</table>
```

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```typescript
import { Component } from '@angular/core';
import { BerriesService } from '../berries-service';

@Component({
  selector: 'app-berries',
  standalone: false,
  templateUrl: './berries.html',
  styleUrl: './berries.css'
})
export class Berries {
  dataSource: {name: string, held: string, bag: string}[] = [];

  constructor(private berriesService: BerriesService) {
  }
  ngOnInit(): void {
    console.log("ngOnInit called");
    this.dataSource = this.berriesService.getBerries();
  }
  displayedColumns: string[] = ['name', 'held', 'bag'];
}
```