

Berries

Johto Berries

Name	Held Effect	Bag Effect
Berry	If the holder's HP falls below 50%, it will consume its held Berry and restore 10 HP.	When used from the Bag on a Pokémon, it restores 10 HP to that Pokémon. This consumes the Berry.
Bitter Berry	If the holder is confused, it will consume its held Bitter Berry and be cured of confusion.	When used from the Bag on a Pokémon, it cures that Pokémon of confusion. This consumes the Bitter Berry.
Burnt Berry	If the holder is frozen, it will consume its held Burnt Berry and be cured of freeze.	When used from the Bag on a Pokémon, it cures that Pokémon of freeze. This consumes the Burnt Berry.
Gold Berry	If the holder's HP falls below 50%, it will consume its held Gold Berry and restore 30 HP.	When used from the Bag on a Pokémon, it restores 30 HP to that Pokémon. This consumes the Gold Berry.
Ice Berry	If the holder is burned, it will consume its held Ice Berry and be cured of burn.	When used from the Bag on a Pokémon, it cures that Pokémon of burn. This consumes the Ice Berry.
Mint Berry	If the holder is asleep, it will consume its held Mint Berry and be cured of sleep.	When used from the Bag on a Pokémon, it cures that Pokémon of sleep. This consumes the Mint Berry.
MiracleBerry	If the holder has a non-volatile status condition or confusion, it will consume its held MiracleBerry and be cured of it.	When used from the Bag on a Pokémon, it cures that Pokémon of all non-volatile status conditions and confusion. This consumes the MiracleBerry.
MysteryBerry	If one of the holder's moves runs out of PP, it consumes its held MysteryBerry and 5 PP is restored to that move.	When used from the Bag on a Pokémon, it restores 5 PP to one of that Pokémon's moves. This consumes the MysteryBerry.
PRZCureBerry	If the holder is paralyzed, it will consume its held PRZCureBerry and cure itself of paralysis.	When used from the Bag on a Pokémon, it cures that Pokémon of paralysis. This consumes the PRZCureBerry.
PSNCureBerry	If the holder is poisoned, it will consume its held PSNCureBerry and cure it of poison.	When used from the Bag on a Pokémon, it cures that Pokémon of poison. This consumes the PSNCureBerry.

Gym 1 - Falkner

Gym 2 - Bugsy

Gym 3 - Whitney

Gym 4 - Morty

Gym 5 - Chuck

Gym 6 - Jasmine

Gym 7 - Pryce

Gym 8 - Claire










Trainer Form

Berries

Pokeballs

Pokeballs

Johto Pokeballs

Image	Name	Description
	Fast Ball	Works best on Pokemon that flee or move quickly.
	Level Ball	More effective on lower-level Pokemon compared to your own.
	Lure Ball	Works better on Pokemon hooked while fishing.
	Heavy Ball	More effective on heavier Pokemon.
	Love Ball	Works best on Pokemon of the opposite gender to yours.
	Friend Ball	Makes caught Pokemon more friendly toward you.
	Moon Ball	Works well on Pokemon that evolve with a Moon Stone.
	Sport Ball	Used during the Bug-Catching Contest; has average catch rate.
	GS Ball	A mysterious Poke Ball with unknown purpose.

Gym 1 - Falkner

Gym 2 - Bugsy

Gym 3 - Whitney

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Gym 6 - Jasmine

Gym 7 - Pryce

Gym 8 - Claire

Trainer Form

Berries

Pokeballs

Home

```
TS pokeballs-service.ts x pokeballs.html
src > app > TS pokeballs-service.ts > PokeballsService
1 import { Injectable } from '@angular/core';
2
3 @Injectable({
4   providedIn: 'root'
5 })
6 export class PokeballsService {
7   getPokeballs() {
8     return[
9       {img: "FastBall.png",name: "Fast Ball", description: "Works best on Pokemon that flee or move quickly."},
10      {img: "LevelBall.png",name: "Level Ball", description: "More effective on lower-level Pokemon compared to your own."},
11      {img: "LureBall.png",name: "Lure Ball", description: "Works better on Pokemon hooked while fishing."},
12      {img: "HeavyBall.png",name: "Heavy Ball", description: "More effective on heavier Pokemon."},
13      {img: "LoveBall.png",name: "Love Ball", description: "Works best on Pokemon of the opposite gender to yours."},
14      {img: "FriendBall.png",name: "Friend Ball", description: "Makes caught Pokemon more friendly toward you."},
15      {img: "MoonBall.png",name: "Moon Ball", description: "Works well on Pokemon that evolve with a Moon Stone."},
16      {img: "SportBall.png",name: "Sport Ball", description: "Used during the Bug-Catching Contest; has average catch rate."},
17      {img: "GSBall.png",name: "GS Ball", description: "A mysterious Poke Ball with unknown purpose."},
18    ]
19  }
20 }
```

APPDEV1
ZAPANTA, ZEUS LEVI C.
IAB1

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

@Component({
  selector: 'app-pokeballs',
  standalone: false,
  templateUrl: './pokeballs.html',
  styleUrls: ['./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
1 <h1>Johto Pokeballs</h1>
2
3 <table mat-table [dataSource]="dataSource" class="mat-elevation-z8">
4   <ng-container matColumnDef="img">
5     <th mat-header-cell *matHeaderCellDef> Image </th>
6     <td mat-cell *matCellDef="let element">
7       <img class="pokeball-img" [src]="element.img">
8     </td>
9   </ng-container>
10
11   <ng-container matColumnDef="name">
12     <th mat-header-cell *matHeaderCellDef> Name </th>
13     <td mat-cell *matCellDef="let element"> {{ element.name }} </td>
14   </ng-container>
15
16   <ng-container matColumnDef="description">
17     <th mat-header-cell *matHeaderCellDef> Description </th>
18     <td mat-cell *matCellDef="let element"> {{ element.description }} </td>
19   </ng-container>
20
21   <tr mat-header-row *matHeaderRowDef="displayedColumns"></tr>
22   <tr mat-row *matRowDef="let row; columns: displayedColumns"></tr>
23 </table>
```

APPDEV1
ZAPANTA, ZEUS LEVI C.
IAB1

```
1  import { Injectable } from '@angular/core';
2
3  @Injectable({
4    providedIn: 'root'
5  })
6  export class BerriesService {
7    getBerries() {
8      return[
9        {name: 'Berry', held: "If the holder's HP falls below 50%, it will consume its held"},
10       {name: 'Bitter Berry', held: "If the holder is confused, it will consume its held B"},
11       {name: 'Burnt Bery', held: "If the holder is frozen, it will consume its held Burnt"},
12       {name: 'Gold Berry', held: "If the holder's HP falls below 50%, it will consume its"},
13       {name: 'Ice Berry', held: "If the holder is burned, it will consume its held Ice Ber"},
14       {name: 'Mint Berry', held: "If the holder is asleep, it will consume its held Mint B"},
15       {name: 'MiracleBerry', held: "If the holder has a non-volatile status condition or c"},
16       {name: 'MysteryBerry', held: "If one of the holder's moves runs out of PP, it consum"},
17       {name: 'PRZCureBerry', held: "If the holder is paralyzed, it will consume its held P"},
18       {name: 'PSNCureBerry', held: "If the holder is poisoned, it will consume its held P"}
19     ]
20   }
21 }
22
```

```
app > Berries > Berries.html > h1
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>
```

APPDEV1

ZAPANTA, ZEUS LEVI C.

IAB1

```
app > berries > ts berries > ...  
import { Component } from '@angular/core';  
import { BerriesService } from '../berries-service';  
  
@Component({  
  selector: 'app-berries',  
  standalone: false,  
  templateUrl: './berries.html',  
  styleUrls: ['./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'];  
}
```