APPDEV1
ZAPANTA, ZEUS LEVI C.

Cyndaquil	**Croconaw**	**Meganium**

HP: 39

Attack: 52

Defense: 43

Special Attack: 60

Special Defense: 50

Speed: 65

Type: Fire

[Revert] [Evolve]

HP: 65

Attack: 80

Defense: 80

Special Attack: 59

Special Defense: 63

Speed: 58

Type: Water

[Revert] [Evolve]

HP: 80

Attack: 82

Defense: 100

Special Attack: 83

Special Defense: 100

Speed: 80

Type: Grass

[Revert] [Evolve]

```
app ▸ fire-pokemon ▸ <> fire-pokemon.html ▸ ...
  <div class="pokemon-card" *ngIf="currentPokemon">
    <h1>{{ currentPokemon.name }}</h1>
    <img [src]="currentPokemon.image" [alt]="currentPokemon.name" />

    <p>HP: {{ currentPokemon.hp }}</p>
    <p>Attack: {{ currentPokemon.attack }}</p>
    <p>Defense: {{ currentPokemon.defense }}</p>
    <p>Special Attack: {{ currentPokemon.sp_attack }}</p>
    <p>Special Defense: {{ currentPokemon.sp_defense }}</p>
    <p>Speed: {{ currentPokemon.speed }}</p>
    <p>Type: {{ type }}</p>

    <button (click)="revert()" [disabled]="!fireService.getPrev(currentName)">Revert</button>
    <button (click)="evolve()" [disabled]="!fireService.getNext(currentName)">Evolve</button>
  </div>
```

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```typescript
import { Component, inject, OnInit } from '@angular/core';
import { FirePokemonService } from '../fire-pokemon-service';

@Component({
  selector: 'app-fire-pokemon',
  standalone: false,
  templateUrl: './fire-pokemon.html',
  styleUrls: ['./fire-pokemon.css'],
})
export class FirePokemon implements OnInit {
  fireService = inject(FirePokemonService);
  currentPokemon: any = null;
  currentName: string = 'Cyndaquil';
  type = this.fireService.type;

  ngOnInit(): void {
    this.currentPokemon = this.fireService.getPokemon(this.currentName);
    this.type = this.fireService.type;
  }

  evolve(): void {
    const next = this.fireService.getNext(this.currentName);
    if (next) {
      this.currentName = next;
      this.ngOnInit();
    }
  }

  revert(): void {
    const prev = this.fireService.getPrev(this.currentName);
    if (prev) {
      this.currentName = prev;
      this.ngOnInit();
    }
  }
}
```

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

@Injectable({
  providedIn: 'root'
})
export class FirePokemonService {
  type = 'Fire';

  private pokemons: { [key: string]: any } = {
    Cyndaquil: {
      name: 'Cyndaquil',
      hp: 39,
      attack: 52,
      defense: 43,
      sp_attack: 60,
      sp_defense: 50,
      speed: 65,
      image: 'https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/155.png'
    },
    Quilava: {
      name: 'Quilava',
      hp: 58,
      attack: 64,
      defense: 58,
      sp_attack: 80,
      sp_defense: 65,
      speed: 80,
      image: 'https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/156.png'
    },
    Typhlosion: {
      name: 'Typhlosion',
      hp: 78,
      attack: 84,
      defense: 78,
      sp_attack: 109,
      sp_defense: 85,
      speed: 100,
      image: 'https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/157.png'
    }
```

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```typescript
getPokemon(name: string) {
  return this.pokemons[name];
}

getNext(name: string): string | null {
  if (name === 'Cyndaquil') return 'Quilava';
  if (name === 'Quilava') return 'Typhlosion';
  return null;
}

getPrev(name: string): string | null {
  if (name === 'Typhlosion') return 'Quilava';
  if (name === 'Quilava') return 'Cyndaquil';
  return null;
}
```