Classes ProgWEB
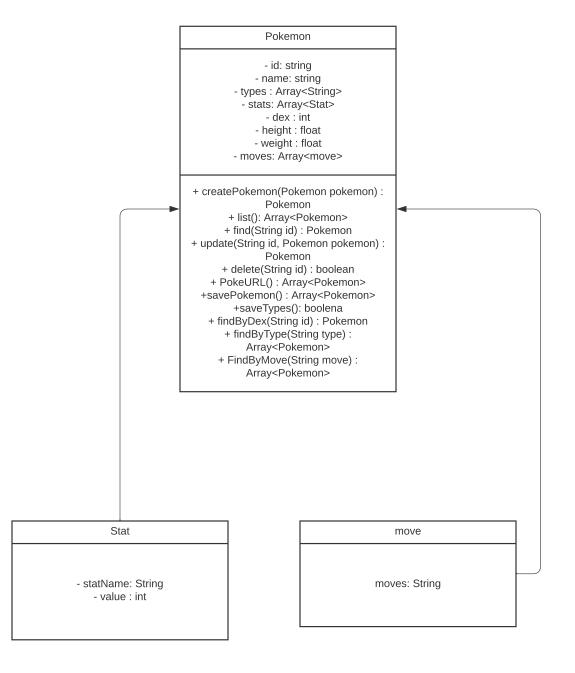
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Pokemon

- id: string
- name: string
- types : Array<String>
- stats: Array<Stat>
- dex : int
- height : float
- weight : float
- moves: Array<move>

+ createPokemon(Pokemon pokemon) :
Pokemon
+ list(): Array<Pokemon>
+ find(String id) : Pokemon
+ update(String id, Pokemon pokemon) :
Pokemon
+ delete(String id) : boolean
+ PokeURL() : Array<Pokemon>
+saptvePokemon() : Array<Pokemon>
+saveTypes(): boolena
+ findByDex(String id) : Pokemon
+ findByType(String type) :
Array<Pokemon>
+ FindByMove(String move) :
Array<Pokemon>

Team

- id: string
- trainerName: String
- team: Array<String>

+ createTeam(Team team) : Team
+ list(): Array<Team>
+ find(String id) : Team
+ update(String id, Team team) : Team
+ delete(String id) : boolean
+ findTrainer(String name) : Team
updateByTrainer(String trainerName,
Team team) : Team
deleteByTrainer(String name) : boolean

Stat

- statName: String
- value : int

move

moves: String