```java
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/*
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 */
package praktikum_3;

import java.util.ArrayList;
import java.util.Random;
import java.util.Scanner;

/**
 *
 * @author Asus
 */
public class Praktikum_3 {

    /**
     * @param args the command line arguments
     */
    public static void main(String[] args) {
        ArrayList<Pokemon> p = new ArrayList<>();
        ArrayList<Pokemon> m1 = new ArrayList<>();
        Pokemon[] all = new Pokemon[5];
        initAll(all);
        String kalimat="";
        Trainer t = new Trainer();
        Boolean run = true,serang = true;
        String input,in;
        Random r = new Random();
        Scanner sc = new Scanner(System.in);
        while(run){
            System.out.println("LEVEL : " +t.getLevel()+
            "\nEXP   : " +t.getExp()+
            "\nMoney : " +t.getMoney()+
            "\n1. Lihat Pokemon\n" +
            "2. Pergi perang\n" +
            "3. Ciptakan Pokemon baru \n" +
            "4. Ganti hari");
            input = sc.nextLine();
            if(input.equalsIgnoreCase("1")){
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                    tampilAll(all, p);
            }else if(input.equalsIgnoreCase("2")){
                if(p.size()>0){
                    serang = true;
                    String pl,ms;
                    int j = r.nextInt(3)+3;
                    if(j > 5) j =5;
                    for(int i=0;i<j;i++){
                        int pok = r.nextInt(5);
                        Pikacu p2 = new Pikacu();
                        Zubat z = new Zubat();
                        Clefairy c = new Clefairy();
                        Psyduck p1 = new Psyduck();
                        Machop m2 = new Machop();
                        if(pok == 0) m1.add(new Pokemon(p2.getNama(),
p2.getHp(),p2.getAtk(), p2.getGold_cost(), p2.getSkill(), p2.getExp_gained(),
p2.getOpen_at_level()));
                            else if(pok == 1) m1.add(new Pokemon(z.getNama(),
z.getHp(),z.getAtk(), z.getGold_cost(), z.getSkill(), z.getExp_gained(),
z.getOpen_at_level()));
                            else if(pok == 2) m1.add(new Pokemon(c.getNama(),
c.getHp(),c.getAtk(), c.getGold_cost(), c.getSkill(), c.getExp_gained(),
c.getOpen_at_level()));
                            else if(pok == 3) m1.add(new Pokemon(p1.getNama(),
p1.getHp(),p1.getAtk(), p1.getGold_cost(), p1.getSkill(), p1.getExp_gained(),
p1.getOpen_at_level()));
                            else if(pok == 4) m1.add(new Pokemon(m2.getNama(),
m2.getHp(),m2.getAtk(), m2.getGold_cost(), m2.getSkill(), m2.getExp_gained(),
m2.getOpen_at_level()));
                    }
                    while(serang){
                        System.out.println("-------------Mode Serang---------
-----");
                        System.out.println("------------Pokemon-------------
");
                        for(int i=0;i<p.size();i++){
                            int n = i+1;
                            System.out.println(n+". "+p.get(i).getNama()+" -
hp : "+p.get(i).getHp()+" - atk : "+p.get(i).getAtk());
                        }
                        pl = sc.nextLine();
                        System.out.println("------------Musuh------------
");
                        for(int i=0;i<m1.size();i++){
                            int n = i+1;
                            System.out.println(n+". "+m1.get(i).getNama()+" -
hp : "+m1.get(i).getHp()+" - atk : "+m1.get(i).getAtk());
                        }
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                        ms = sc.nextLine();
                        while(p.get(Integer.parseInt(pl)-1).getHp() > 0 &&
m1.get(Integer.parseInt(ms)-1).getHp() > 0){
                                System.out.println("\nPokemon Player menyerang
dengan atk : "+p.get(Integer.parseInt(pl)-1).getAtk());
                                System.out.println("Nama :
"+p.get(Integer.parseInt(pl)-1).getNama());
                                System.out.println("HP :
"+p.get(Integer.parseInt(pl)-1).getHp());
                                System.out.println("ATK :
"+p.get(Integer.parseInt(pl)-1).getAtk() );
                                System.out.println("Status Musuh");
                                m1.get(Integer.parseInt(ms)-
1).setHp(m1.get(Integer.parseInt(ms)-1).getHp() - p.get(Integer.parseInt(pl)-
1).getAtk());
                                System.out.println("Nama : "+
m1.get(Integer.parseInt(ms)-1).getNama());
                                if(m1.get(Integer.parseInt(ms)-1).getHp()<0){
                                        m1.get(Integer.parseInt(ms)-1).setHp(0);
                                }
                                System.out.println("Sisa HP : "+
m1.get(Integer.parseInt(ms)-1).getHp());
                                if(m1.get(Integer.parseInt(ms)-1).getHp() > 0 &&
!m1.isEmpty()){
                                        System.out.println("\nPokemon Musuh menyerang
dengan atk : "+m1.get(Integer.parseInt(ms)-1).getAtk());
                                        System.out.println("Nama :
"+m1.get(Integer.parseInt(ms)-1).getNama());
                                        System.out.println("HP :
"+m1.get(Integer.parseInt(ms)-1).getHp());
                                        System.out.println("ATK :
"+m1.get(Integer.parseInt(ms)-1).getAtk() );
                                        System.out.println("Status Player");
                                        p.get(Integer.parseInt(pl)-
1).setHp(p.get(Integer.parseInt(pl)-1).getHp()-m1.get(Integer.parseInt(ms)-
1).getAtk());
                                        System.out.println("Nama : "+
p.get(Integer.parseInt(pl)-1).getNama());
                                        if(p.get(Integer.parseInt(pl)-1).getHp()<0){
                                            p.get(Integer.parseInt(pl)-1).setHp(0);
                                        }
                                        System.out.println("Sisa HP : "+
p.get(Integer.parseInt(pl)-1).getHp());
                                }
                        }
                        if(p.get(Integer.parseInt(pl)-1).getHp() >
m1.get(Integer.parseInt(ms)-1).getHp()){
                                System.out.println("\nPlayer Menang");
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                                System.out.println("EXP player bertambah
"+m1.get(Integer.parseInt(ms)-1).getExp_gained()+"\n");
                                kalimat += p.get(Integer.parseInt(pl)-
1).getNama()+" Player Menang melawan "+m1.get(Integer.parseInt(ms)-
1).getNama()+" musuh dan exp player bertambah "+m1.get(Integer.parseInt(ms)-
1).getExp_gained()+"\n";
                                t.setExp(t.getExp()+m1.get(Integer.parseInt(ms)-
1).getExp_gained());
                                setExp(t);
                                m1.remove(Integer.parseInt(ms)-1);
                            }else{
                                System.out.println("Player Kalah");
                                kalimat += p.get(Integer.parseInt(pl)-1)+" Player
Kalah melawan "+m1.get(Integer.parseInt(ms)-1).getNama()+" musuh dan exp
player tidak bertambah\n";
                                p.remove(Integer.parseInt(pl)-1);
                            }
                            if(m1.isEmpty()|| p.isEmpty()){
                                serang = false;
                            }
                        }
                        System.out.println("Hasil perang");
                        if(m1.size() > p.size()){
                            System.out.println("Musuh Menang");
                        }else{
                            System.out.println("Player Menang");
                        }
                        System.out.println("\nHistory Perang");
                        System.out.println(""+kalimat);
                        kalimat = "";
                    }else{
                        System.out.println("Anda Harus Memiliki Pokemon");
                    }

                    initAll(all);
                }else if(input.equalsIgnoreCase("3")){
                    if(p.size()<=20){
                        for(int i=0;i<5;i++){
                            int n = i+1;
                            System.out.println(n+". "+all[i].getNama()+"
hp:"+all[i].getHp());
                        }
                        System.out.println("Pilih : ");
                        in = sc.nextLine();
                        if(t.getLevel() < all[Integer.parseInt(in)-
1].getOpen_at_level() ){
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                                System.out.println("Level Anda Belum bisa,untuk
Membeli "+all[Integer.parseInt(in)-1].getNama()+" level harus
"+all[Integer.parseInt(in)-1].getOpen_at_level());
                        }else{
                                if(t.getMoney()- all[Integer.parseInt(in)-
1].getGold_cost() >=0){
                                        t.setMoney(t.getMoney()-
all[Integer.parseInt(in)-1].getGold_cost());
                                        t.setExp(t.getExp()+all[Integer.parseInt(in)-
1].getExp_gained());
                                        setExp(t);
                                        p.add(all[Integer.parseInt(in)-1]);
                                        System.out.println("Pilihan anda pokemon "+in);
                                }else{
                                        System.out.println("Uang anda Tidak Cukup !");
                                }
                        }
                }else{
                    System.out.println("Pokemon tidak boleh Lebih dari 20");
                }
                initAll(all);
            }else if(input.equalsIgnoreCase("4")){
                t.setMoney(t.getMoney()+10);
                System.out.println("Hari berganti, Money bertambah 10.");
                for(int i=0;i<5;i++){
                    int counter = 0;
                    int money =0;
                    for(int j=0;j<p.size();j++){

if(all[i].getNama().equalsIgnoreCase(p.get(j).getNama())){
                            counter++;
                            money += p.get(j).getSkill();
                        }
                    }
                    if(counter > 0 && money > 0){
                        System.out.println("Dari "+counter+"
"+all[i].getNama()+" Money Bertambah "+money);
                        t.setMoney(t.getMoney()+money);
                    }
                }
            }
        }
    }
    public static void setExp(Trainer t){
        if(t.getExp() >= 175) t.setLevel(5);
        else if(t.getExp() >= 100) t.setLevel(4);
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            else if(t.getExp() >= 50) t.setLevel(3);
            else if(t.getExp() >= 10) t.setLevel(2);
    }
    public static void tampilAll(Pokemon[] all,ArrayList<Pokemon> p){
        System.out.println("-----------Pokemon-----------");
        for(int i=0;i<5;i++){
            int counter = 0;
            for(int j=0;j<p.size();j++){
                if(all[i].getNama().equalsIgnoreCase(p.get(j).getNama())){
                    counter++;
                }
            }
            if(counter > 0){
                System.out.println(counter+" "+all[i].getNama());
            }
        }
    }
    public static void initAll(Pokemon []all){
        Pikacu p = new Pikacu();
        Zubat z = new Zubat();
        Clefairy c = new Clefairy();
        Psyduck p1 = new Psyduck();
        Machop m = new Machop();
        all[0]=new Pokemon(p.getNama(), p.getHp(),p.getAtk(),
p.getGold_cost(), p.getSkill(), p.getExp_gained(), p.getOpen_at_level());
        all[1]=new Pokemon(z.getNama(), z.getHp(),z.getAtk(),
z.getGold_cost(), z.getSkill(), z.getExp_gained(), z.getOpen_at_level());
        all[2]=new Pokemon(c.getNama(), c.getHp(),c.getAtk(),
c.getGold_cost(), c.getSkill(), c.getExp_gained(), c.getOpen_at_level());
        all[3]=new Pokemon(p1.getNama(), p1.getHp(),p1.getAtk(),
p1.getGold_cost(), p1.getSkill(), p1.getExp_gained(), p1.getOpen_at_level());
        all[4]=new Pokemon(m.getNama(), m.getHp(),m.getAtk(),
m.getGold_cost(), m.getSkill(), m.getExp_gained(), m.getOpen_at_level());
    }

}


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 */
package praktikum_3;


/**
```

```java
 *
 * @author Asus
 */
public class Pokemon {
    String nama;
    int hp;
    int atk;
    int gold_cost;
    int skill;
    int exp_gained;
    int open_at_level;

    public Pokemon(String nama, int hp, int atk, int gold_cost, int skill, int exp_gained, int open_at_level) {
        this.nama = nama;
        this.hp = hp;
        this.atk = atk;
        this.gold_cost = gold_cost;
        this.skill = skill;
        this.exp_gained = exp_gained;
        this.open_at_level = open_at_level;
    }

    public String getNama() {
        return nama;
    }

    public void setNama(String nama) {
        this.nama = nama;
    }

    public int getHp() {
        return hp;
    }

    public void setHp(int hp) {
        this.hp = hp;
    }

    public int getAtk() {
```

```java
        return atk;
    }

    public void setAtk(int atk) {
        this.atk = atk;
    }

    public int getGold_cost() {
        return gold_cost;
    }

    public void setGold_cost(int gold_cost) {
        this.gold_cost = gold_cost;
    }

    public int getSkill() {
        return skill;
    }

    public void setSkill(int skill) {
        this.skill = skill;
    }

    public int getExp_gained() {
        return exp_gained;
    }

    public void setExp_gained(int exp_gained) {
        this.exp_gained = exp_gained;
    }

    public int getOpen_at_level() {
        return open_at_level;
    }

    public void setOpen_at_level(int open_at_level) {
        this.open_at_level = open_at_level;
    }
```

```java
}
/*
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 */
package praktikum_3;

/**
 *
 * @author Asus
 */
public class Trainer {
    int level;
    int exp;
    int money;

    public Trainer() {
        this.level = 1;
        this.money =300;
        this.exp = 0;
    }

    public int getLevel() {
        return level;
    }

    public void setLevel(int level) {
        this.level = level;
    }

    public int getExp() {
        return exp;
    }

    public void setExp(int exp) {
        this.exp = exp;
    }
```

```java
    public int getMoney() {
        return money;
    }

    public void setMoney(int money) {
        this.money = money;
    }



}
/*
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 */
package praktikum_3;

/**
 *
 * @author Nuri Miftakhul Rohma
 */
public class Clefairy extends Pokemon{

    public Clefairy() {
        super("Clefairy", 150,60, 200, 20, 30, 2);
    }

}
/*
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 */
package praktikum_3;

/**
 *
 * @author Nuri Miftakhul Rohma
 */
```

```java
public class Machop extends Pokemon{

    public Machop() {
        super("Machop", 120,75, 500, 300, 50, 5);
    }

}

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 */
package praktikum_3;

/**
 *
 * @author Nuri Miftakhul Rohma
 */
public class Pikacu extends Pokemon{

    public Pikacu() {
        super("Pikachu", 50,25, 100, 0, 10, 1);
    }

}
/*
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 */
package praktikum_3;

/**
 *
 * @author Nuri Miftakhul Rohma
 */
public class Psyduck extends Pokemon{
```

```java
    public Psyduck() {
        super("Psyduck", 60,100, 250, 100, 40, 4);
    }

}
/*
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 */
package praktikum_3;

/**
 *
 * @author Nuri Miftakhul Rohma
 */
public class Zubat extends Pokemon{

    public Zubat() {
        super("Zubat", 100,40, 150, 10, 20, 2);
    }

}
```