**Pokémon Toy Store Project**

**Description about program:**

**Program language used:** Java programming language

**IDE:** Eclipse Java Neon

**JAR Library:** Junit jar 4.10

**How to execute Program:**

* Project consists of two Source folders **src** folder and **test** folder.
* Go to **test** folder then open **TestPokemonBuyer.java** file.
* Run **TestPokemonBuyer.java** file using Junit Test.
* If you want to execute each example then click on that particular example name in program and then run using Junit Test.
* You can check your own example by adding code in **TestPokemonBuyer.java** and run using Junit Test. If the example is true then it generates Junit file otherwise it shows fail.