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Program Pseudo Code

a5.sh

```
#!/bin/sh
//POKEMON_ALL = eachLine(pokemon.csv).replaceSpaces(“@”)
print(Saving Pokemon Data To Directories…)
for line in POKEMON_ALL {
        TYPE = getTypeOne(line)
        if(TYPE != “Type@1”){
                if( isDirectory(TYPE) == False ){
                        //create directory called TYPE
                }
                if( isFile(TYPE) == False{
                        //create file called TYPE within same name directory
                        //FINAL_POKEMON = addSpaces(line)
                        //Add FINAL_POKEMON to created file
                }
                else{
                        //FINAL_POKEMON = addSpaces(line)
                        //Add FINAL_POKEMON to file
                }
        }
}
print(DONE!)
```

END OF PSEUDO CODE

Which Linux commands were used:

1. cat
    a. Used to grab and store each line of pokemon.csv in a variable which would then be accessed later on in the program to extract each type 1.
    b. However before each line is stored in a variable they are piped to a “tr” linux program which replaces each empty space with an @ character. This is so the variable does not store lines split in two.
2. echo
    a. Used to display text to the user running the script
    b. Used to output the result of the “tr” and “cut” programs to variables.
    c. Used to append a pokemon’s data to a file.
3. tr
    a. Used to replace a string's empty space with the @ symbol.
    b. Used to replace a string’s @ symbol with an empty space.
4. cut
    a. Used to cut away each line's extra data to grab the type1 of each pokemon in pokemon.csv.
5. mkdir

   a. Used to create a new directory for each pokemon type found within pokemon.csv
6. touch
   a. Used to create a new file for each pokemon type found within pokemon.csv