## CC Backend - Task 1

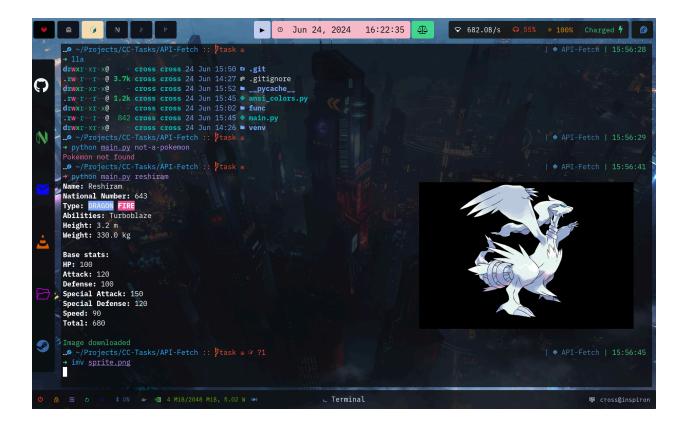
The objective of this task is to interact with a public API, fetch details using a GET request, and display the results on a terminal.

The API in particular contains information related to the popular media franchise 'Pokemon'. It serves several hundreds of thousands of calls per day and is entirely free to use and available at: <a href="https://pokeapi.co/">https://pokeapi.co/</a>. You must refer to the documentation on how to interact with the API, and use code to obtain information from the same

Do NOT use any wrapper libraries other than the standard libraries used for making HTTP requests.

## Rules:

- (a) You can finish the task in either Python or JavaScript. Usage of a wrapper library such as the ones listed <a href="here">here</a> will disqualify your submission.
- (b) Your program should accept one argument (and throw an error in any other case), which is a valid pokemon name. The API will respond with a 200 OK status code, and the response is in a format called JSON, which can be easily parsed by most high level languages. In the case of an invalid pokemon name, the API will only throw a `400 BAD REQUEST` response code, so handle the case accordingly
- (c) Apart from printing out the details, also download the official artwork sprite and save it in a file called "sprite.png" everytime the program runs completely. The image URL is contained in the API response, and it should be used to obtain (and download) the image locally
- (d) The required details and expected functionality are summarized in this picture:



## Note:

- (a) The "national number" corresponds to the "id" key in the JSON response. Furthermore, the height and weight are multiplied by 10 in the response so divide them by 10 while displaying.
- (b) "imv" is an image-viewer for X11/Wayland display protocols (Linux only) and will not work unless installed. It is sufficient to only download the image and save it in a file called "sprite.png". You can view it using any app, and confirm if it corresponds to the name passed