**[Problem]**  
The LibP Inc. created a platform to play a simple game for Pokémon avid fans called themselves CPP. It’s a feature-rich game that allows CPPs to suggest gameplays. To give a snap view of the game it has the following:

* The Game Environment
* Each of the Pokémon info is stored in the Pokedex.
* Each game user has its own **deck**of Pokémon storing Pokémon the user owns. Along with that is the **tile**of Pokémon’s ready for combat and the fallen beast in the **discarded**deck
* Features
* Shuffle deck, Draw a card, Fight, Activate special skill, and etc.

**CPPs suggested including a functionality called resurrect() that allows the user to call a specific fallen warrior and place it at the frontline of your tile.**

**CPPs suggested including a functionality called summon() that allows the user to call the highest rated card in the deck that will be added into the middle of the tile. The middle is the highest position in the lower bracket when in an even number (starting from the front).**

Help the developer to finish the task with the following specifications:

* Pokedex -> implemented as a list of Pokémon information stored in the linked list in an insert front.
* Deck -> are card collection that stores the Pokémon in the cursor-based using stack.
* Tile -> are card collection that has the information of Pokémon implemented as an array queue in a counter-clockwise direction.
* Discard -> are card collections of a discarded cards/removed from the game due to combat loss or special effect implemented as a stack array.
* GameUser -> is the player of the game.
* Pokemon statistics -> are HP, Attack, Defense, Special Attack (SA), Special Defense (SD), Speed, and Over All Rating (OAD) of the given pokemon in the following order stored in a static array. OAD is rated between 1 to 10 inclusive as 10 as the supreme.