DESIGN DOCUMENT

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Program Flow:

1. Start script
2. Set IFS to newline character (ensures the file is only split by newline and not spaces) 3. Set Lines to cat command of the pokemon file 4. For each line in Lines:
   a. Get the type1 of line using 'cut' command and store in variable, TYPE
   b. If TYPE is not the header of the file:
      i. If no directory that has the same name as 'TYPE' exists:
         1. Create a directory with the name 'TYPE' ii. Append line to a file named 'TYPE'.csv (a file is created if it does not exist)
5. For all subdirectories of the current directory:
   a. Move the csv file to the directory that has the matching name
6. End Script

Questions:

1. Explain which Linux commands/programs you chose to use and why?
   I started off with the 'cat' Linux command to help output all the lines of the pokemon file. This enabled me to loop through all the lines and perform operations on them. I also used the 'cut' command to extract a particular field from each line of the pokemon file (Type1). This allowed me to create directories using the 'mkdir' command to organize the partitioned files.
   Another linux command I used was the '>>' piping command which allowed me to redirect output to another stream. This helped me add lines of the pokemon file to their respective type1 files.
   Lastly, I used the 'mv' command to move the Type1 files that were created to their respective directories.