

Pokemon Battle Simulator

In C/C++ write a program that prompts a user to provide two Pokemon types (first gen only). The first type should be the attacking type and the second type should be the defending type. The program should return *"super effective"*, *"not very effective"*, *"no effect"* or *"no type advantage"*.

| | | Attacking Type | | | | | | | | | | | | | | | |
|----------|---|----------------|--------|----------|----------|------|--------|-------|-------|--------|-----|--------|--------|---------|------|-------|--|
| | | Bug | Dragon | Electric | Fighting | Fire | Flying | Ghost | Grass | Ground | Ice | Normal | Poison | Psychic | Rock | Water | |
| Bug | | | | | | ✓ | ✓ | | ✗ | | | | ✓ | | ✓ | | |
| Dragon | | | | | | | | | | | ✓ | | | | | | |
| Electric | | | | ✗ | | | ✗ | | | ✓ | | | | | | | |
| Fighting | | | | | | | ✓ | | | | | | | ✓ | ✗ | | |
| Fire | ✗ | | | | | | | | ✗ | ✓ | | | | | | ✓ | |
| Flying | ✗ | | ✓ | ✗ | | | | | ✗ | ✗ | ✓ | | | | ✓ | | |
| Ghost | | | | | ✗ | | | | | | | ✗ | | | | | |
| Grass | ✓ | | ✗ | | | ✓ | ✓ | | ✗ | ✗ | ✓ | | ✓ | | | ✗ | |
| Ground | | | | ✗ | | | | | ✓ | ✓ | | | ✗ | | | ✓ | |
| Ice | | | | | ✓ | ✓ | | | | | ✗ | | | | ✓ | ✗ | |
| Normal | | | | | ✓ | | | ✗ | | | | | | | | | |
| Poison | | ✓ | | | | | | | ✗ | ✓ | | | | ✗ | ✓ | | |
| Psychic | | ✓ | | | ✗ | | | ✗ | | | | | | | ✗ | | |
| Rock | ✗ | | | | ✓ | ✗ | ✗ | | ✓ | ✓ | | | ✗ | | ✗ | ✓ | |
| Water | | | ✓ | | | ✗ | | | ✓ | | ✗ | | | | | | |

**First Generation
Type Chart**

- ✓ Super Effective
- ✗ Not Very Effective
- ✗ No Effect