

```
while(!  
ListaJugador.getListaJugador().listaVacia(1)&&  
!ListaJugador.getListaJugador().listaVacia(2))
```

```
16. atacar() : void
```

```
alt(ListaJugador.getListaJugador().listaVacia(1))
```

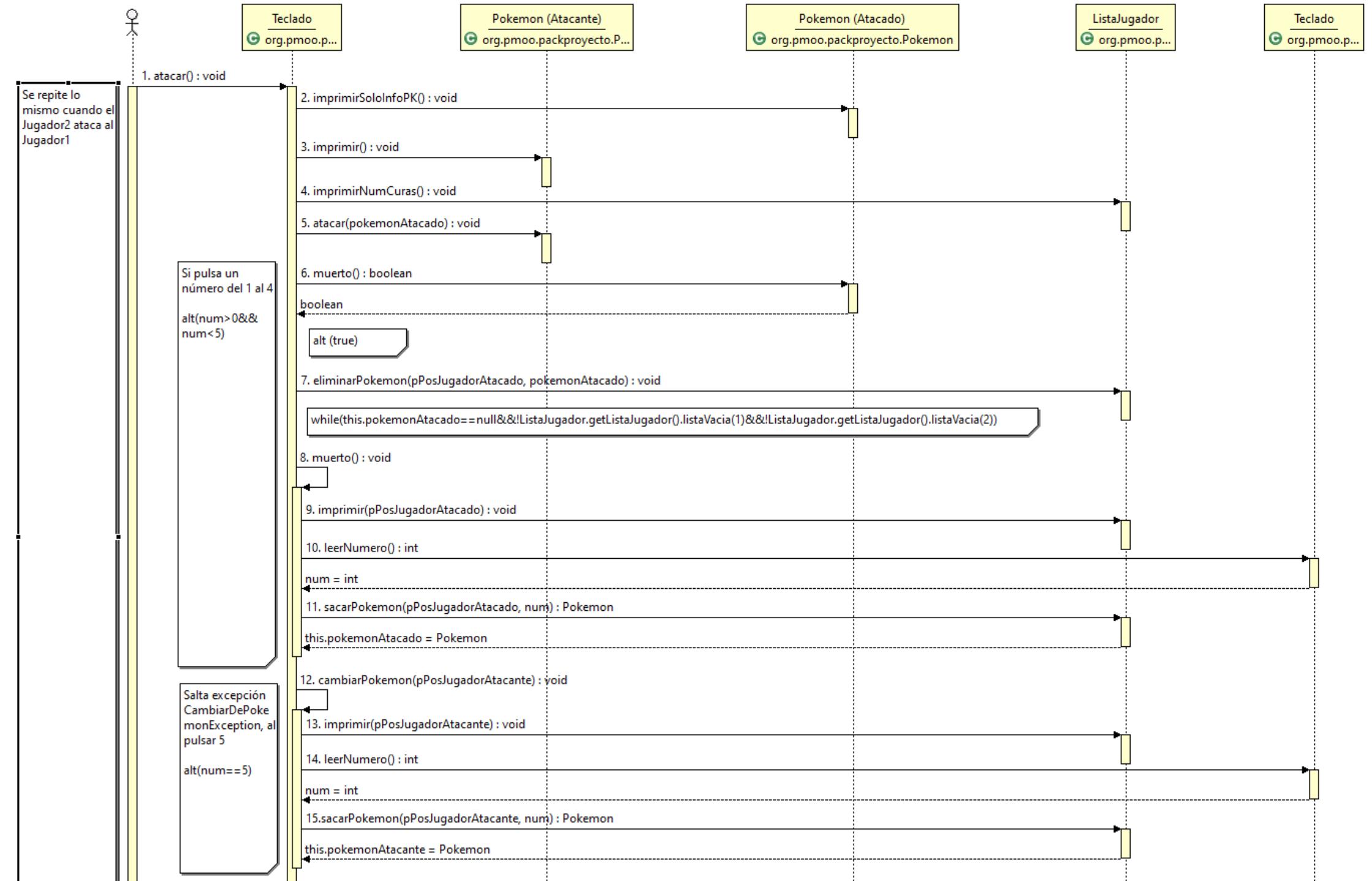
```
17. getNombre(2) : String
```

```
String
```

```
alt(ListaJugador.getListaJugador().listaVacia(2))
```

```
18. getNombre(1) : String
```

```
String
```



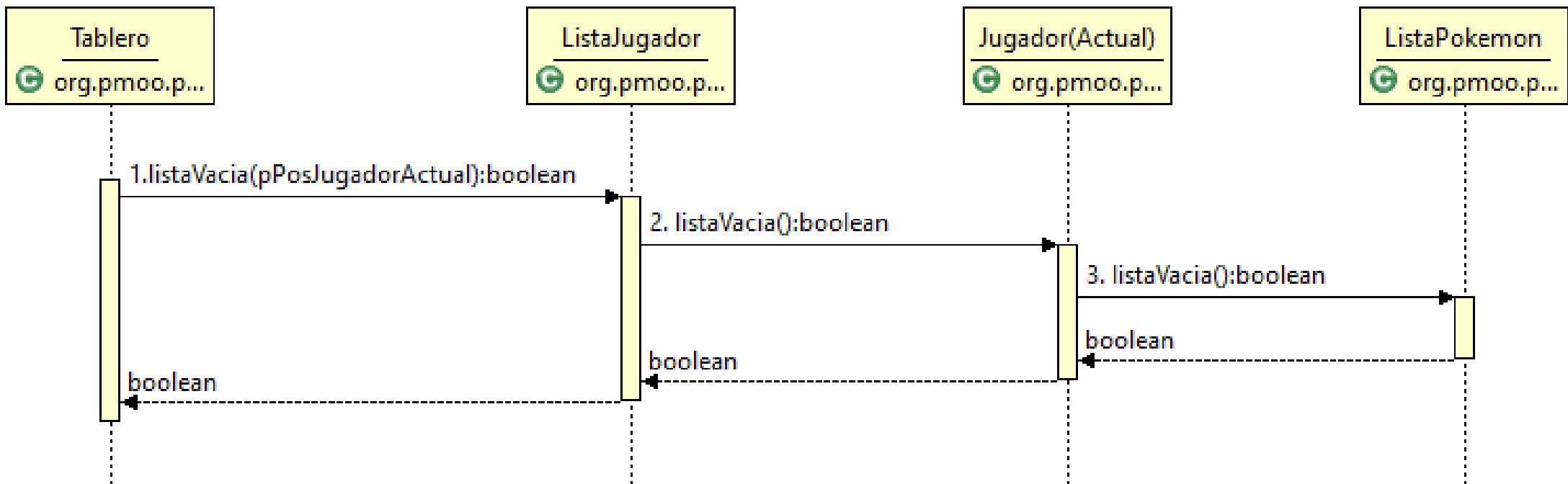
Salta excepción
UsarCuraException, al pulsar 6
alt(num==6)

16. usarCura(pPosJugadorAtacante) : void

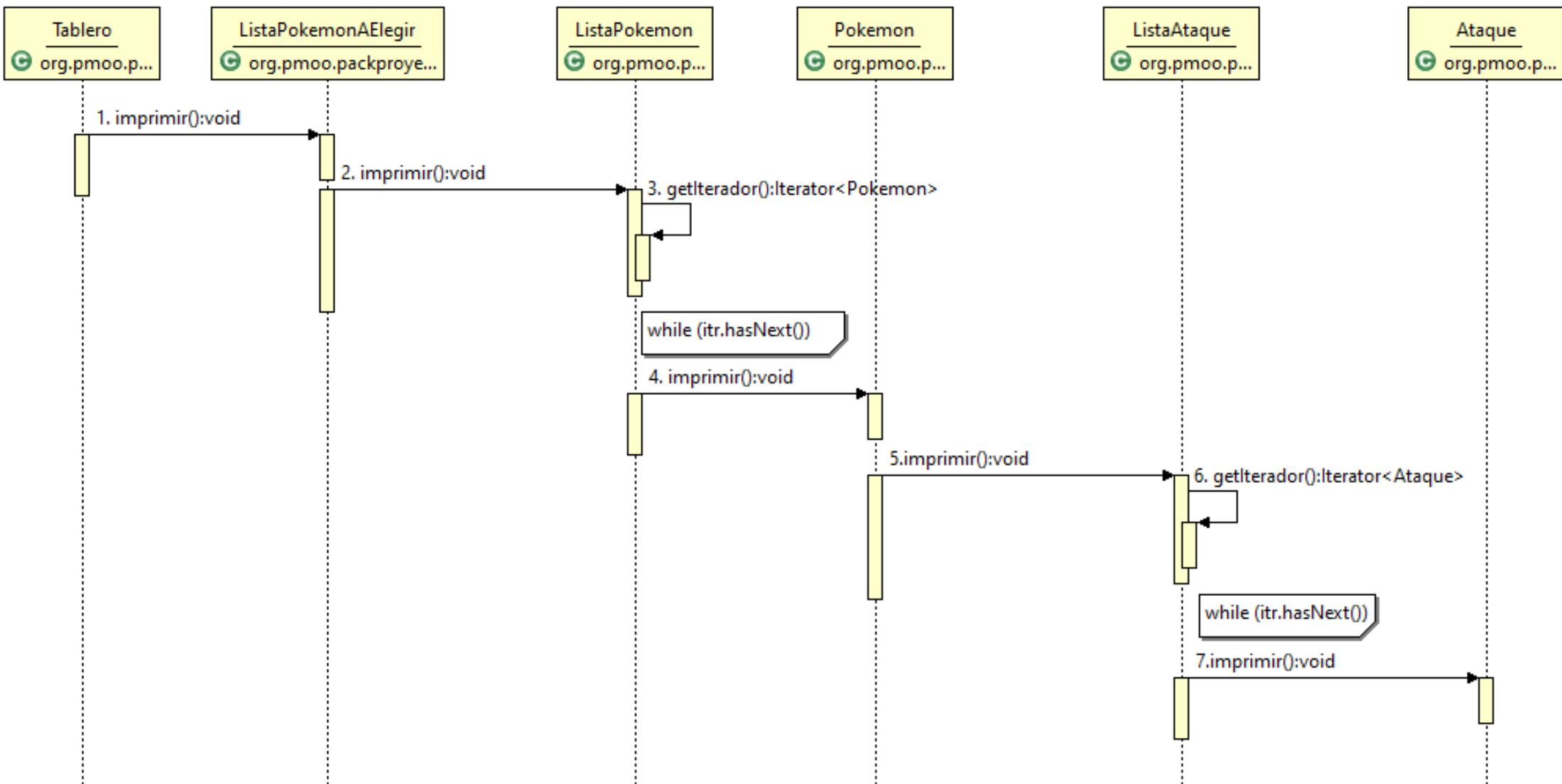
17. cambiarVida(-15) : void

SUBPROGRAMAS

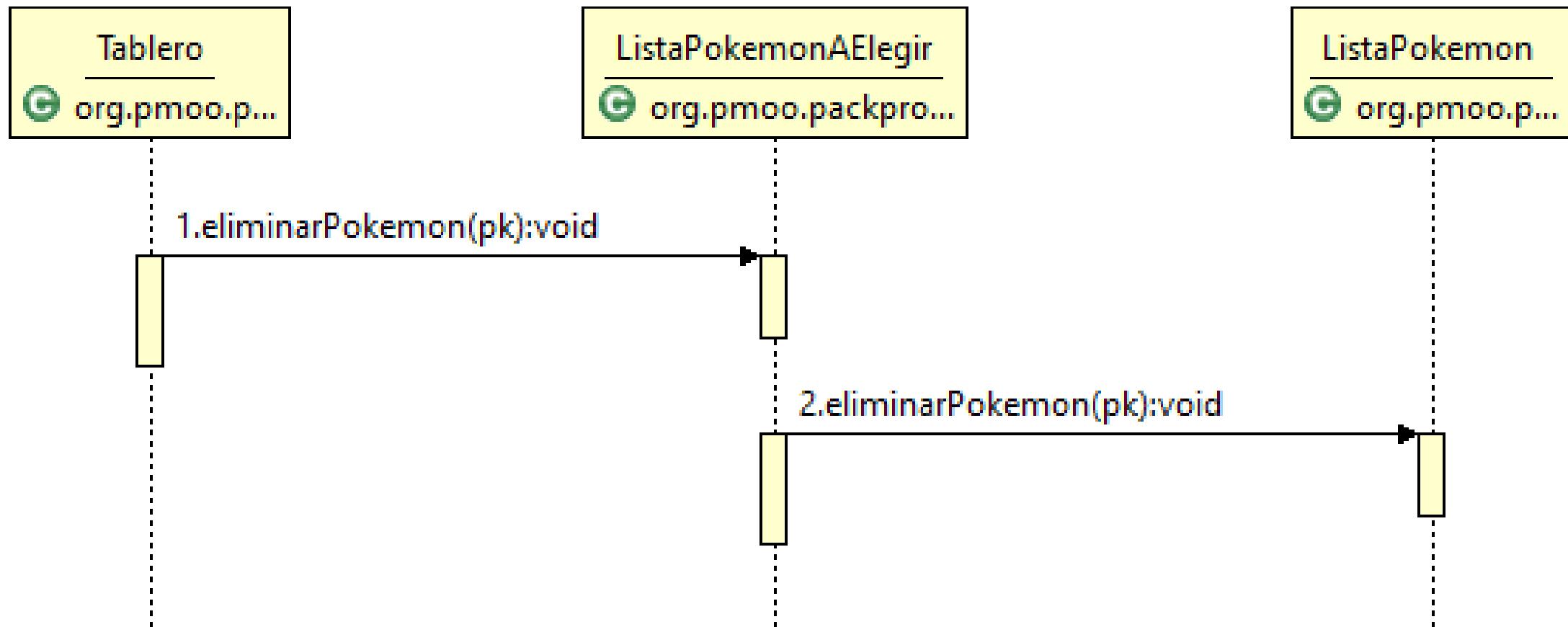
listaVacia()



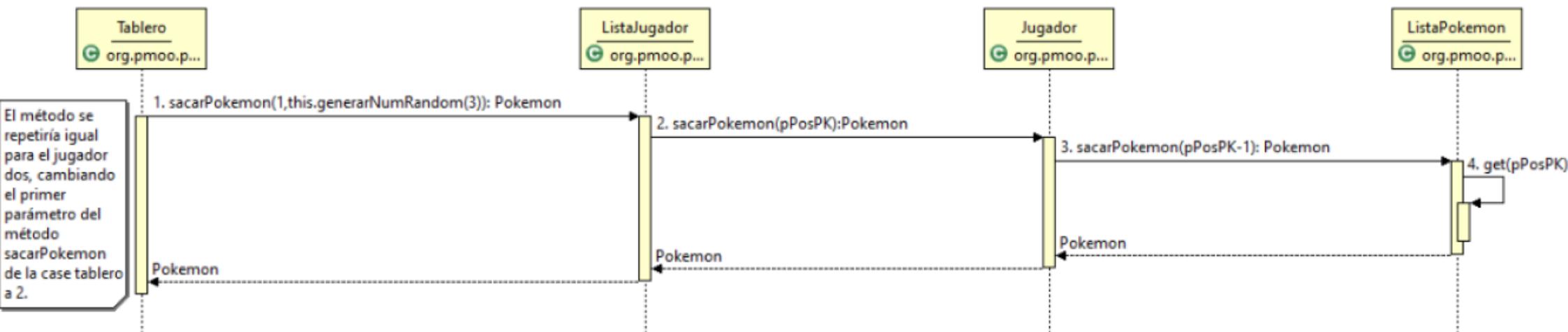
imprimir()



eliminarPokemon()



sacarPokemon()



usarCura()

