TrainerManager

- trainers: AbstractTrainer[]
- _next_available_id: int
- + add(Trainer:AbstractTrainer): int
- + get(id:int): AbstractTrainer
- + get all(): AbstractTrainer[]
- + get_all_by_type(type:string): AbstractTrainer[]
- + get all by location(location:string): AbstractTrainer[]
- + update(trainer:AbstractTrainer)
- + delete(id:int)
- + get_stats(): TrainerStats
- abstracttrainer validator(trainer:AbstractTrainer)

TrainerStats

- num trainers:int
- num gym leader:int
- num regular trainer:int
- num movement type:int
- _num_have_partner: int
- _num_per_location: int
- + get num trainers(): num trainers:int
- + get_num_gym_leader(): num_gym_trainer:int
- + get_num_regular_trainer(): _num_regular_trainer:int
- + get_num_movement_type(type:string): int
- + get_num_trainer_have_partner(): int
- + get_num_per_location(): int

AbstractTrainer

- -_id:int
- pokemon team:dict
- trainer class:string
- _pokecoins:int
- _location:string
- + get type(): string
- + get trainer class(): string
- + get location(): string
- + get pokecoins(): int
- _set_id(id:int)
- get id(): int
- _set_pokemon_team(pokemon_team:dict)
- _get_pokemon_team(): dict
- -_str_validator(arg:string)
- int validator(arg:int)
- pokemon team validator(arg:dict)

RegularTrainer

- + TRAINER_TYPE:string
- + MOVEMENT_TYPE: dict
- movement:boolean
- phone num:boolean
- _have_partner:boolean
- + get_type(): string
- + get_movement_speed(): float
- + have phone num(): boolean
- + have partner(): boolean
- str validator(arg:string)
- boolean validator(arg:boolean)

GymLeader

- + TRAINER TYPE:string
- badge:string
- element:string
- _prize:string
- + get type(): string
- + get badge(): string
- + get_element(): string
- + get prize(): string
- -_str_validator(arg:string)