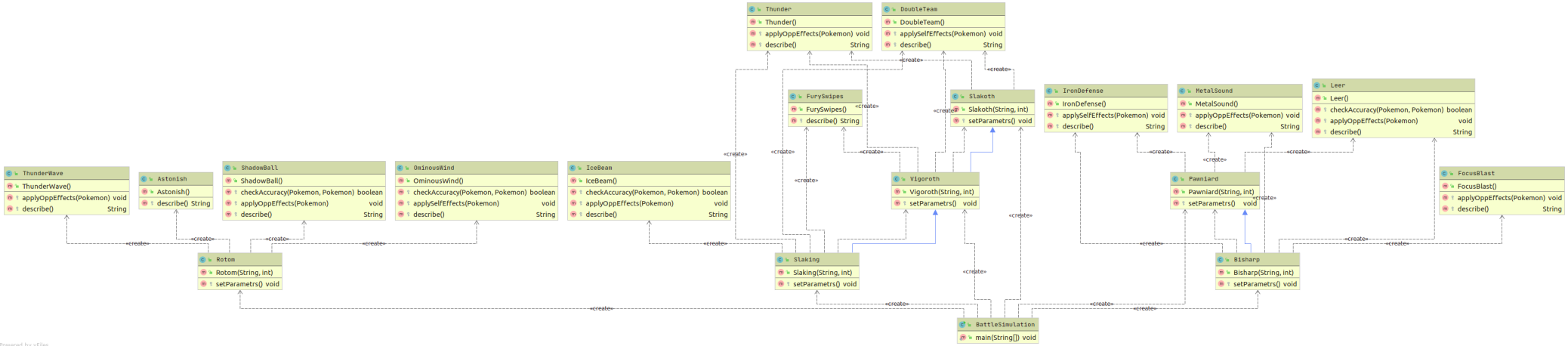
Thunder
Thunder()
applyOppEffects(Pokemon) void
describe() String
DoubleTeam
DoubleTeam()
applySelfEffects(Pokemon) void
describe() String
FurySwipes
FurySwipes()
describe() String
Slakoth
Slakoth(String, int)
setParametrs() void
IronDefense
IronDefense()
applySelfEffects(Pokemon) void
describe() String
MetalSound
MetalSound()
applyOppEffects(Pokemon) void
describe() String
Leer
Leer()
checkAccuracy(Pokemon, Pokemon) boolean
applyOppEffects(Pokemon) void
describe() String
ThunderWave
ThunderWave()
applyOppEffects(Pokemon) void
describe() String
Astonish
Astonish()
describe() String
ShadowBall
ShadowBall()
checkAccuracy(Pokemon, Pokemon) boolean
applyOppEffects(Pokemon) void
describe() String
OminousWind
OminousWind()
checkAccuracy(Pokemon, Pokemon) boolean
applySelfEffects(Pokemon) void
describe() String
IceBeam
IceBeam()
checkAccuracy(Pokemon, Pokemon) boolean
applyOppEffects(Pokemon) void
describe() String
Vigoroth
Vigoroth(String, int)
setParametrs() void
Pawniard
Pawniard(String, int)
setParametrs() void
FocusBlast
FocusBlast()
applyOppEffects(Pokemon) void
describe() String
Rotom
Rotom(String, int)
setParametrs() void
Slaking
Slaking(String, int)
setParametrs() void
Bisharp
Bisharp(String, int)
setParametrs() void
BattleSimulation
main(String[]) void
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