

Atharva Nijasure, Marco Martinez, Vincent Cushnie, Micah Diffie, Salem Saleh,  
Kevin Lei

## Database

-collection: vector<Trainers>

+size() : int

+addTrainer(trainer: Trainer) : void

+removeTrainer(identificationNumber: int) : void

## Trainer

-name: string  
-identificationNumber: int  
-wins: int  
-homeGym: Gym  
-starterPokemon: string  
-pokemon: array

+incrementWins(wins: int): void  
+changeHomeGym(homeGym: Gym): void

## Gym

-leader : Trainer  
-name : String

+getLeader() : Trainer  
+getName() : String  
+setLeader(leader : Trainer) : void

## PokemonType

-name : String  
-strongAgainst : vector<PokemonType>  
-weakAgainst : vector<PokemonType>

+getName() : String  
+getStrongAgainst() : vector<PokemonType>  
+getWeakAgainst() : vector<PokemonType>

## Pokemon

-name: String  
-id : int  
-type : PokemonType  
-level: int  
-fainted: bool

+getName():String  
+getID():int  
+getType():PokemonType  
+getLevel():int  
+getFainted\_State():bool

## PokemonCollection

-collection: Pokemon

+size() : number

+getPokemon(identificationNumber: number) : Pokemon

+removePokemon(identificationNumber: number) : void

