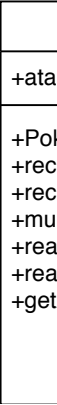
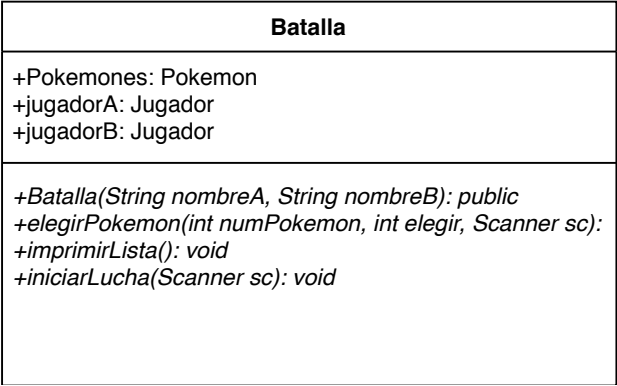
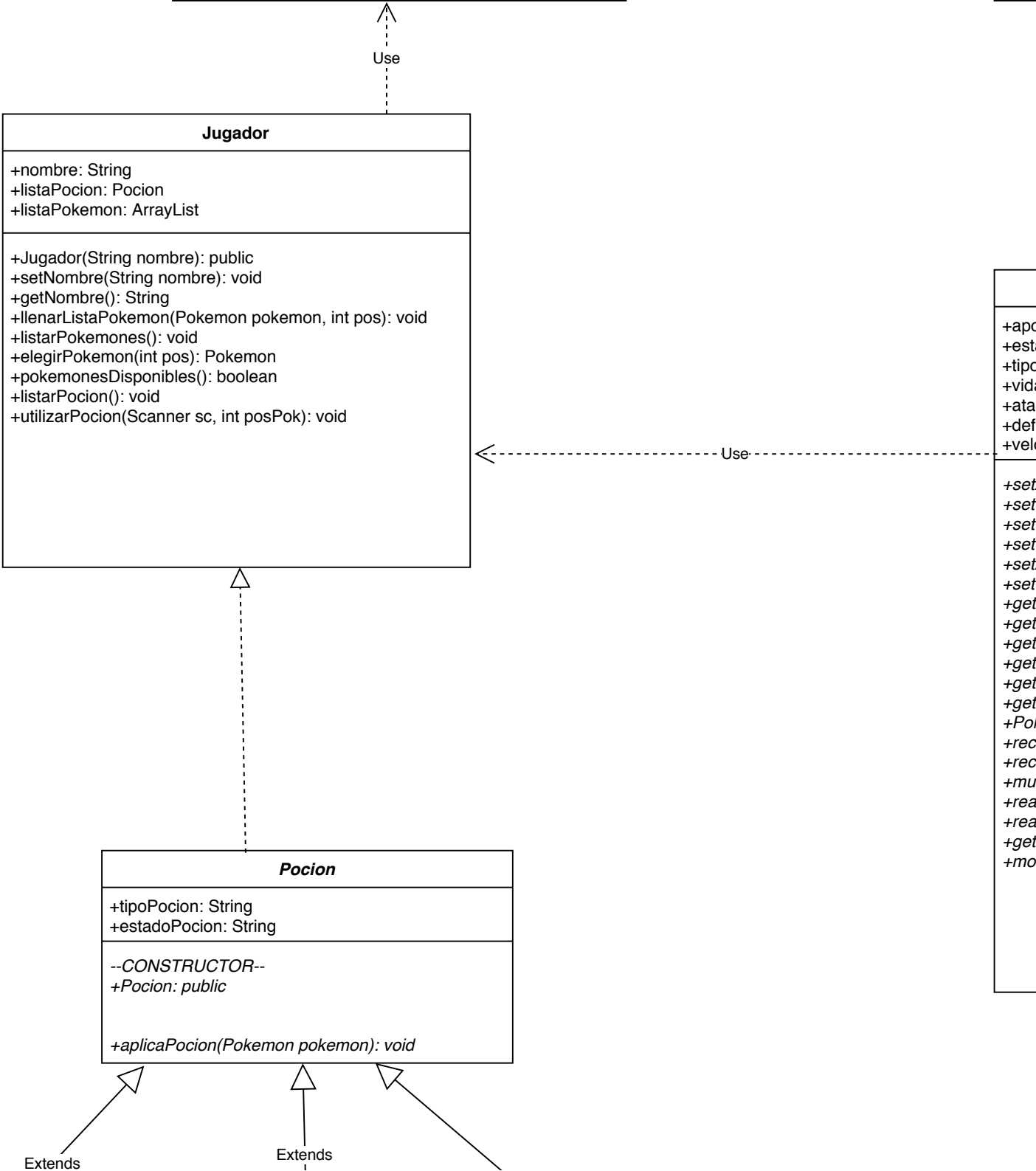
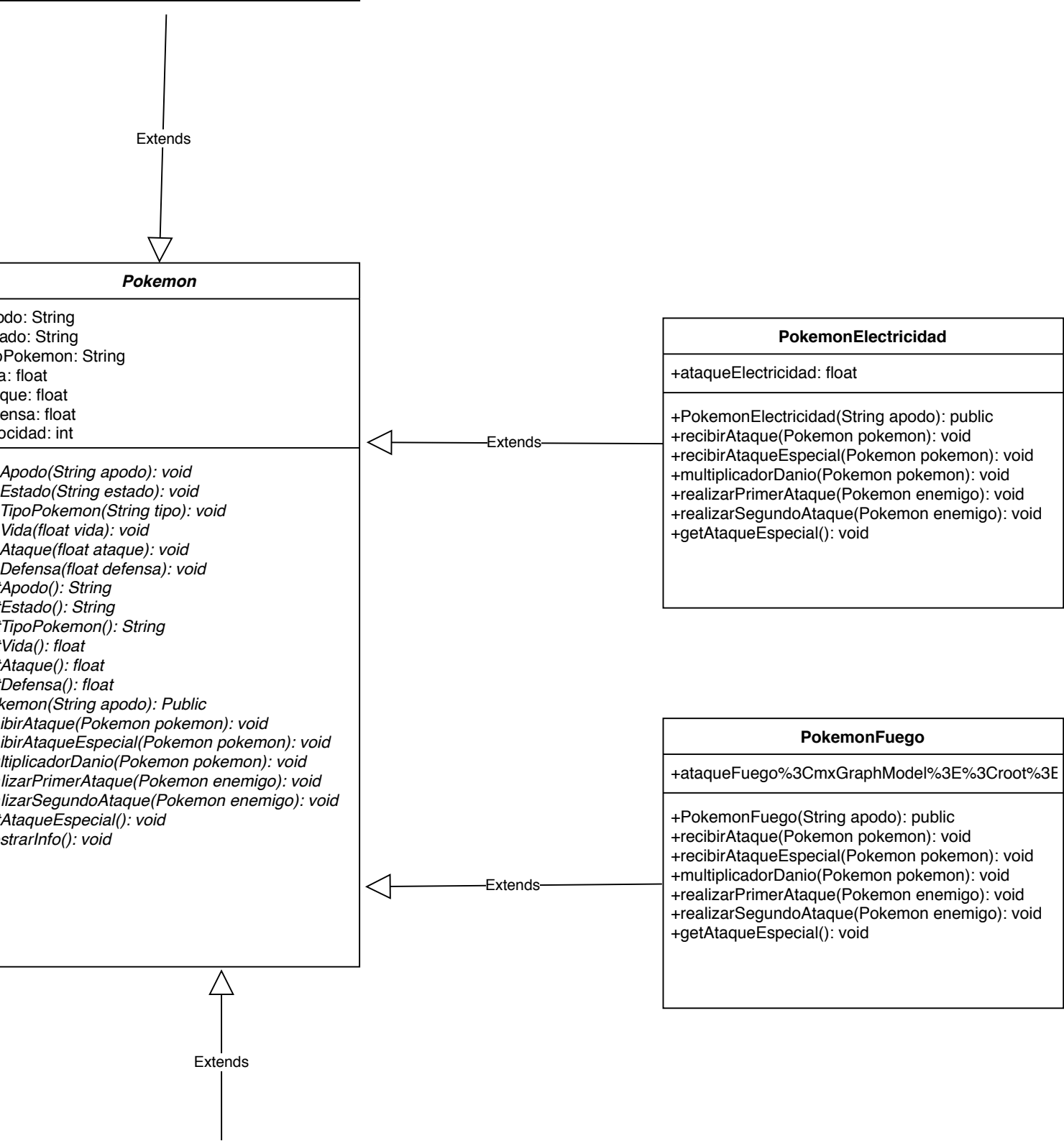


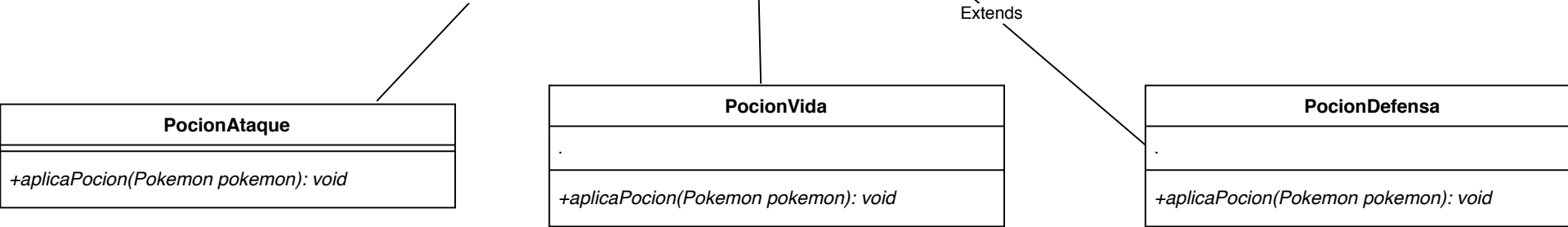
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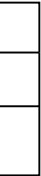


PokemonAgua
queAgua: float
monAgua(String apodo): public ibirAtaque(Pokemon pokemon): void ibirAtaqueEspecial(Pokemon pokemon): void ltiplicadorDanio(Pokemon pokemon): void lizarPrimerAtaque(Pokemon enemigo): void lizarSegundoAtaque(Pokemon enemigo): void AtaqueEspecial(): void









PokemonHierba
+ataqueHierba: float
--CONSTRUCTOR-- +PokemonHierba(String apodo): public +recibirAtaque(Pokemon pokemon): void +recibirAtaqueEspecial(Pokemon pokemon): void +multiplicadorDanio(Pokemon pokemon): void +realizarPrimerAtaque(Pokemon enemigo): void +realizarSegundoAtaque(Pokemon enemigo): void +getAtaqueEspecial(): void