

## Pokemon.java

```
=====
- int _hp, _speed, _spatk, _atk, _spdef, _def, _currhp
- String _type1, _type2, _name, _statusEffect
- Object [] statMods
+ Move _move1, _move2, _move3, _move4

+ void takeDamage(int)
+ void setCurrHP(int)
+ void heal(int)

+ void move1()
+ void move2()
+ void move3()
+ void move4()

+ int getMaxHP()
+ int getCurrHP()
+ int getSpeed()
+ int getAtk()
+ int getDef()
+ int getSpAtk()
+ int getSpDef()
+ String getName()
+ String getType1()
+ String getType2()
```

## Woo.java

```
=====
+ stc void printPokemon(Pokemon, Pokemon)
```

## BattleUtils.java

```
=====
+ stc float consultEffectiveness(String, String, String)
+ stc float calcModifier(Pokemon, Pokemon, Move)
+ stc int calcDamage(Pokemon, Pokemon, Move)
+ stc float calcModifierAI(Pokemon, Pokemon, Move)
+ stc int calcDamageAI(Pokemon, Pokemon, Move)
```

## Move.java

```
=====
+ String _name, _type
+ int _basePow
+ float acc
+ Boolean _isPhysical, _makesContact, _heal

+ Move(String, String, int, float, Boolean, Boolean)

+ String toString()

+ void use(Pokemon, Pokemon)
```

Aerodactyl.java, Blastoise.java, Charizard.java,  
Dragonite.java, Gengar.java, Lapras.java,  
Machop.java, Mewtwo.java, Pikachu.java,  
Syther.java, Snorlax.java, Venusaur.java  
(All of these inherit all methods and instance vars from Pokemon)

## AI.java

```
=====
+ Move findBestMove(Pokemon, Pokemon) //1st
Pokemon is attacker, 2nd is defender
```