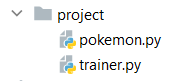
## Pokemon Battle\*

***Note: For this problem, please submit a zip file, containing a separate file for each of the classes, with the class names provided in the problem description and include them in a module named project.***

You are tasked to create **two classes**: **a Pokemon** class in the **pokemon.py** file and **a Trainer** class in the **trainer.py** file.

The **Pokemon** class should receive a **name** (string) and **health** (int) upon initialization. It should also have a method called **pokemon\_details** that returns **the information about the pokemon: "{pokemon\_name} with health {pokemon\_health}"**

The **Trainer** class should receive a **name** (string). The Trainer should also have an attribute **pokemons** (list, empty by default). The Trainer has **three methods**:

* **add\_pokemon(pokemon: Pokemon)**
  + Add the **pokemon to the collection** and **return** **"Caught {pokemon\_name} with health {pokemon\_health}"**. **Note**: use the pokemon's details method.
  + If the pokemon is already in the collection, it should return **"This pokemon is already caught"**
  + **Hint**: to import the **Pokemon** class you should add **"from project.pokemon import Pokemon"**
* **release\_pokemon(pokemon\_name: String)** 
  + Check if you have a pokemon with that name and **remove it from the collection**. It should return **"You have released {pokemon\_name}"**
  + If there **is no pokemon** with that name in the collection, return **"Pokemon is not caught"**
* **trainer\_data()**
  + The method returns the information about the trainer and his pokemon collection in this format:

**"Pokemon Trainer {trainer\_name}  
 Pokemon count {the amount of pokemon caught}  
 - {pokemon\_details}**

**...  
 - {pokemon\_details}"**

### Examples

|  |  |
| --- | --- |
| **Test Code** | **Output** |
| pokemon = Pokemon("Pikachu", 90)  print(pokemon.pokemon\_details())  trainer = Trainer("Ash")  print(trainer.add\_pokemon(pokemon))  second\_pokemon = Pokemon("Charizard", 110)  print(trainer.add\_pokemon(second\_pokemon))  print(trainer.add\_pokemon(second\_pokemon))  print(trainer.release\_pokemon("Pikachu"))  print(trainer.release\_pokemon("Pikachu"))  print(trainer.trainer\_data()) | Pikachu with health 90  Caught Pikachu with health 90  Caught Charizard with health 110  This pokemon is already caught  You have released Pikachu  Pokemon is not caught  Pokemon Trainer Ash  Pokemon count 1  - Charizard with health 110 |