Front end development: Prototypes

JavaScript – 27.1-pokeman

The following exercise contains the following subjects:

◆ prototypes

Instructions

You are given a function, Pokeman, that takes three parameters, pokemonName, pokemonType, an array of different pokemon attack methods, pokemonAttackList.

1. Create three instances of the Pokemon and save them in a variable.
2. Using prototype properties, add the following methods:

- A method called callPokemon that will print the following: "I choose you, <pokemon name>

- A method called attack that takes one parameter, an attack number, that will print the specific attack method from the pokemonAttackList array as the following: "<pokemon name> used <attack method>"

Call each pokemon with the **2** methods you created.

Here is the Pokemon function:

```
function Pokemon(pokemonName, pokemonType, pokemonAttackList){
    this.name = pokemonName;
    this.type = pokemonType;
    this.attackList = pokemonAttackList;
}
```

Submit your answer to Hive.