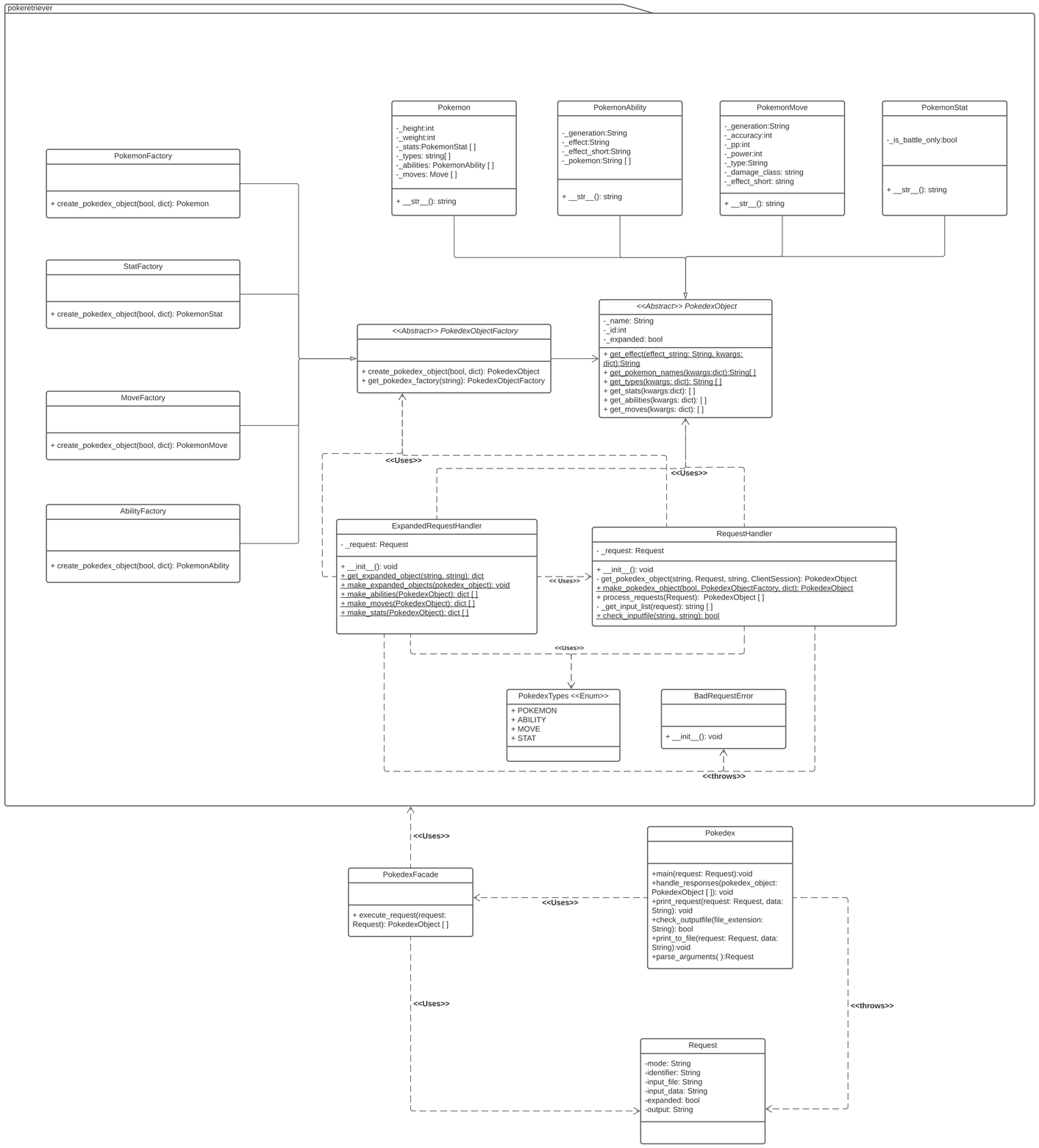
pokeretriever
Pokemon
-_height:int
-_weight:int
-_stats:PokemonStat [ ]
-_types: string[ ]
-_abilities: PokemonAbility [ ]
-_moves: Move [ ]
+ __str__(): string
PokemonAbility
-_generation:String
-_effect:String
-_effect_short:String
-_pokemon:String [ ]
+ __str__(): string
PokemonMove
-_generation:String
-_accuracy:int
-_pp:int
-_power:int
-_type:String
-_damage_class: string
-_effect_short: string
+ __str__(): string
PokemonStat
-_is_battle_only:bool
+ __str__(): string
PokemonFactory
+ create_pokedex_object(bool, dict): Pokemon
StatFactory
+ create_pokedex_object(bool, dict): PokemonStat
MoveFactory
+ create_pokedex_object(bool, dict): PokemonMove
AbilityFactory
+ create_pokedex_object(bool, dict): PokemonAbility
<<Abstract>> PokedexObjectFactory
+ create_pokedex_object(bool, dict): PokedexObject
+ get_pokedex_factory(string): PokedexObjectFactory
<<Abstract>> PokedexObject
-_name: String
-_id:int
-_expanded: bool
+ get_effect(effect_string: String, kwargs: dict):String
+ get_pokemon_names(kwargs:dict):String[ ]
+ get_types(kwargs: dict): String [ ]
+ get_stats(kwargs:dict): [ ]
+ get_abilities(kwargs: dict): [ ]
+ get_moves(kwargs: dict): [ ]
<<Uses>>
<<Uses>>
ExpandedRequestHandler
- _request: Request
+ __init__(): void
+ get_expanded_object(string, string): dict
+ make_expanded_objects(pokedex_object): void
+ make_abilities(PokedexObject): dict [ ]
+ make_moves(PokedexObject): dict [ ]
+ make_stats(PokedexObject): dict [ ]
<< Uses>>
RequestHandler
- _request: Request
+ __init__(): void
- get_pokedex_object(string, Request, string, ClientSession): PokedexObject
+ make_pokedex_object(bool, PokedexObjectFactory, dict): PokedexObject
+ process_requests(Request): PokedexObject [ ]
- _get_input_list(request): string [ ]
+ check_inputfile(string, string): bool
<<Uses>>
PokedexTypes <<Enum>>
+ POKEMON
+ ABILITY
+ MOVE
+ STAT
BadRequestError
+ __init__(): void
<<throws>>
<<Uses>>
PokedexFacade
+ execute_request(request: Request): PokedexObject [ ]
<<Uses>>
Pokedex
+main(request: Request):void
+handle_responses(pokedex_object: PokedexObject [ ]): void
+print_request(request: Request, data: String): void
+check_outputfile(file_extension: String): bool
+print_to_file(request: Request, data: String):void
+parse_arguments( ):Request
<<Uses>>
<<throws>>
Request
-mode: String
-identifier: String
-input_file: String
-input_data: String
-expanded: bool
-output: String