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"use client"

import { cn } from "@lib/utils"

// Props interface for the PokeballIcon component
interface PokeballIconProps {
  className?: string
  size?: number
}

export function PokeballIcon({ className, size = 24 }: PokeballIconProps) {
  return (
    <svg
      width={size}
      height={size}
      viewBox="0 0 24 24"
      fill="none"
      xmlns="http://www.w3.org/2000/svg"
      className={cn("", className)}
    >
      {/* Outer Circle (Border) */}
      <circle
        cx="12"
        cy="12"
        r="10"
        fill="none"
        stroke="currentColor"
        strokeWidth="1.5"
        className="text-gray-800 dark:text-gray-200"
      />

      {/* Upper Half (Red) */}
      <path d="M2.1 12C2.1 6.5 2.1 12 2.1C17.5 2.1 21.9 6.5 21.9 12"
        fill="currentColor" className="text-red-500" />

      {/* Lower Half (White/Light) */}
      <path
        d="M21.9 12C21.9 17.5 17.5 21.9 12 21.9C6.5 21.9 2.1 17.5 2.1 12"
        fill="currentColor"
        className="text-white dark:text-gray-100"
        stroke="currentColor"
        strokeWidth="0.2"
        strokeLinecap="round"
      />

      {/* Middle Line */}
      <line
        x1="2"
        y1="12"
        x2="22"
        y2="12"
        stroke="currentColor"

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        strokeWidth="1.5"
        className="text-gray-800 dark:text-gray-200"
      />

      {/ * Central Button (Outer Ring) */}
      <circle
        cx="12"
        cy="12"
        r="2.5"
        fill="currentColor"
        className="text-white dark:text-gray-100"
        stroke="currentColor"
        strokeWidth="1.5"
        strokeLinecap="round"
      />

      {/ * Central Button (Inner Circle) */}
      <circle cx="12" cy="12" r="1.2" fill="currentColor" className="text-gray-800
dark:text-gray-200" />

      {/ * Highlight on the Button */}
      <circle cx="11.2" cy="11.2" r="0.4" fill="currentColor" className="text-
white dark:text-gray-300 opacity-80" />
    </svg>
  )
}

// Simple version of the Pokeball Icon
export function SimplePokeballIcon({ className, size = 24 }: PokeballIconProps) {
  return (
    <svg
      width={size}
      height={size}
      viewBox="0 0 24 24"
      fill="none"
      xmlns="http://www.w3.org/2000/svg"
      className={cn("", className)}
    >
      {/ * Outer Circle (Border) */}
      <circle
        cx="12"
        cy="12"
        r="10"
        fill="none"
        stroke="currentColor"
        strokeWidth="2"
        className="text-gray-800 dark:text-gray-200"
      />

      {/ * Upper Half (Red) */}
      <path d="M2 12C2 6.477 6.477 2 12 2C17.523 2 22 6.477 22 12"
        fill="currentColor" className="text-red-500" />

      {/ * Middle Line */}

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    <line
      x1="2"
      y1="12"
      x2="22"
      y2="12"
      stroke="currentColor"
      strokeWidth="2"
      className="text-gray-800 dark:text-gray-200"
    />

    {/ * Central Button */}
    <circle
      cx="12"
      cy="12"
      r="2.5"
      fill="currentColor"
      stroke="currentColor"
      strokeWidth="1.5"
      className="text-white dark:text-gray-100"
    />

    {/ * Button-Detail */}
    <circle cx="12" cy="12" r="1" fill="currentColor" className="text-gray-800
dark:text-gray-200" />
  </svg>
)
}

// Premium Pokeball Icon with Gradient and Glow Effect
export function PremiumPokeballIcon({ className, size = 24 }: PokeballIconProps) {
  return (
    <svg
      width={size}
      height={size}
      viewBox="0 0 24 24"
      fill="none"
      xmlns="http://www.w3.org/2000/svg"
      className={cn("", className)}
    >
      {/ * Shadow/Glow Effect */}
      <circle cx="12" cy="12.5" r="10.5" fill="currentColor" className="text-black
opacity-10 dark:opacity-20" />

      {/ * Outer Circle with Gradient Effect */}
      <circle
        cx="12"
        cy="12"
        r="10"
        fill="none"
        stroke="currentColor"
        strokeWidth="1.5"
        className="text-gray-700 dark:text-gray-300"
      />
    </svg>
  )
}

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{ /* Upper Half with Gradient Simulation */}
<path
  d="M2.1 12C2.1 6.5 6.5 2.1 12 2.1C17.5 2.1 21.9 6.5 21.9 12"
  fill="url(#redGradient)"
  className="text-red-500"
/>

{ /* Highlight on the Upper Half */}
<path
  d="M4 8C6 4.5 9 2.5 12 2.1C15 2.5 18 4.5 20 8"
  fill="none"
  stroke="currentColor"
  strokeWidth="1"
  className="text-red-300 opacity-60"
/>

{ /* Lower Half */}
<path
  d="M21.9 12C21.9 17.5 17.5 21.9 12 21.9C6.5 21.9 2.1 17.5 2.1 12"
  fill="currentColor"
  className="text-gray-100 dark:text-gray-200"
/>

{ /* Middle Line with Shadow */}
<line
  x1="2"
  y1="12.2"
  x2="22"
  y2="12.2"
  stroke="currentColor"
  strokeWidth="0.5"
  className="text-black opacity-20"
/>
<line
  x1="2"
  y1="12"
  x2="22"
  y2="12"
  stroke="currentColor"
  strokeWidth="1.5"
  className="text-gray-700 dark:text-gray-300"
/>

{ /* Central Button - Outer Ring */}
<circle
  cx="12"
  cy="12"
  r="3"
  fill="currentColor"
  className="text-gray-200 dark:text-gray-300"
  stroke="currentColor"
  strokeWidth="1"
/>

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    { /* Central Button - Middle Ring */}
    <circle cx="12" cy="12" r="2" fill="currentColor" className="text-white
dark:text-gray-100" />

    { /* Central Button - Inner Circle */}
    <circle cx="12" cy="12" r="1" fill="currentColor" className="text-gray-700
dark:text-gray-400" />

    { /* Button-Highlight */}
    <circle cx="11.3" cy="11.3" r="0.3" fill="currentColor" className="text-
white opacity-90" />

    { /* Gradient-Definition */}
    <defs>
      <linearGradient id="redGradient" x1="0%" y1="0%" x2="0%" y2="100%">
        <stop offset="0%" stopColor="currentColor" className="text-red-400" />
        <stop offset="100%" stopColor="currentColor" className="text-red-600" />
      </linearGradient>
    </defs>
  </svg>
)
}

// Animated Pokeball Icon with Spin Effect
export function AnimatedPokeballIcon({ className, size = 24 }: PokeballIconProps)
{
  return (
    <div className="relative inline-block">
      <svg
        width={size}
        height={size}
        viewBox="0 0 24 24"
        fill="none"
        xmlns="http://www.w3.org/2000/svg"
        className={cn("animate-spin", className)}
        style={{
          animationDuration: "3s",
          animationTimingFunction: "linear",
          animationIterationCount: "infinite",
        }}
      >
        { /* Outer Circle (Border) */}
        <circle
          cx="12"
          cy="12"
          r="10"
          fill="none"
          stroke="currentColor"
          strokeWidth="2"
          className="text-gray-800 dark:text-gray-200"
        />

        { /* Upper Half */}
        <path d="M2 12C2 6.477 6.477 2 12 2C17.523 2 22 6.477 22 12"

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fill="currentColor" className="text-red-500" />

    { /* Middle Line */}
    <line
      x1="2"
      y1="12"
      x2="22"
      y2="12"
      stroke="currentColor"
      strokeWidth="2"
      className="text-gray-800 dark:text-gray-200"
    />
  </svg>

  { /* Central Button (stationary) */}
  <div
    className="absolute inset-0 flex items-center justify-center"
    style={{
      animation: "reverse-spin 3s linear infinite",
    }}
  >
    <svg width={size * 0.25} height={size * 0.25} viewBox="0 0 6 6"
      className="text-white dark:text-gray-100">
      <circle
        cx="3"
        cy="3"
        r="2.5"
        fill="currentColor"
        stroke="currentColor"
        strokeWidth="0.5"
        className="text-white dark:text-gray-100"
      />
      <circle cx="3" cy="3" r="1" fill="currentColor" className="text-gray-800
dark:text-gray-200" />
    </svg>
  </div>

  <style>{`
    @keyframes reverse-spin {
      from { transform: rotate(0deg); }
      to { transform: rotate(-360deg); }
    }
  `}</style>
</div>
)
}

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