

```
import { Card, CardContent } from "@components/ui/card"
import { Button } from "@components/ui/button"
import { Badge } from "@components/ui/badge"
import { Plus } from "lucide-react"
import { cn } from "@lib/utils"
import { Pokemon } from "@lib/types"

// Props interface for the PokemonCard component
interface PokemonCardProps {
  pokemon: Pokemon
  onAdd: () => void
  onSelect: () => void
}

/**
 * PokemonCard component to display individual Pokémon with their details
 * @param pokemon - The Pokémon object to display.
 * @param onAdd - Callback function to handle adding the Pokémon to a team.
 * @param onSelect - Callback function to handle selecting the Pokémon for further
actions.
 * @returns
 */
export default function PokemonCard({ pokemon, onAdd, onSelect }:
PokemonCardProps) {

  // Define colors for different Pokémon types
  const typeColors: Record<string, string> = {
    normal: "bg-stone-400",
    fire: "bg-orange-500",
    water: "bg-blue-500",
    electric: "bg-yellow-400",
    grass: "bg-green-500",
    ice: "bg-cyan-300",
    fighting: "bg-red-700",
    poison: "bg-purple-600",
    ground: "bg-amber-600",
    flying: "bg-indigo-300",
    psychic: "bg-pink-500",
    bug: "bg-lime-500",
    rock: "bg-yellow-700",
    ghost: "bg-purple-800",
    dragon: "bg-violet-700",
    dark: "bg-stone-700",
    steel: "bg-slate-400",
    fairy: "bg-pink-300",
  }

  // If no Pokémon is provided, return null
  if (!pokemon) {
    return null
  }
}
```

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        </CardContent>  
      </Card>  
    )  
  }
```