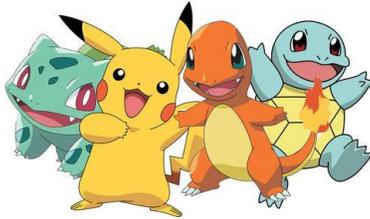# Pokemon Battle

This code is meant to simulate a Pokemon battle.
Fill in the blanks and get the code to run.

An example of a run of the program is shown below:

```
A Pikachu and a Bulbasaur meet on a field!
 Pikachu's HP:          40
 Bulbasaur's HP:        40

What attack did does the Bulbasaur choose?
(1) Seed Bomb
(2) Sludge Bomb
(3) Power Whip
Bublasaur's attack? 3
Pikachu responds with an Electro Ball

Pikachu wins.

***** The battle continues.... *****
 Pikachu's HP:          40
 Bulbasaur's HP:        26

What attack did does the Bulbasaur choose?
(1) Seed Bomb
(2) Sludge Bomb
(3) Power Whip
Bublasaur's attack? 3
Pikachu responds with a Thunder Shock

Bulbasaur wins.
```

```
(continued from previous column)

***** The battle continues.... *****
 Pikachu's HP:          19
 Bulbasaur's HP:        26

What attack did does the Bulbasaur choose?
(1) Seed Bomb
(2) Sludge Bomb
(3) Power Whip
Bublasaur's attack? 3
Pikachu responds with an Electro Ball

Bulbasaur wins.


***** The battle is over!!! *****

Pikachu has lost the battle!
Bulbasaur wins the battle!

Play again? (y/n) n
```

The Pokemon Battle Code (Fill in the blanks!)

```java
public ____ pokemon
{
    public static ____ main (String args[])
    {
        new ____ ();
    }

    public pokemon ()
    {
        ____ again = 'y';
        while (again=='y')
        {
            System.out.____ ("A Pikachu and a Bulbasaur meet on a field!");
```

```java
        int pikaHP = 40;
        int bulbaHP = 40;
        //the loop for one game
        while (pikaHP >= 0 && bulbaHP >= 0)
        {
            //the HP update
            if (pikaHP != 40 || bulbaHP != 40)
                IO.printSlow ("***** The battle continues.... *****");
            System.___.println (" Pikachu's HP:\t\t" + pikaHP);
            System.out.println (" Bulbasaur's HP:\t" + bulbaHP);
            ____.out.println ("");
            //let Bublasaur choose an attack
            System.out.____ ("What attack did does the Bulbasaur choose?");
            System.____.println ("(1) _____");
            System.out.println ("(2) _____");
            _____.out.println ("(3) _____");
            int choice = IO.input___ ("Bublasaur's attack? ");
            //pikachu responds
            int rand = (int) (Math.random () * 3) + 1;
            if (rand == 1)
                System.out._____ ("Pikachu responds with a _____");
            ____ if (rand == 2)
                System.____.println ("Pikachu responds with a _____");
            else
                ____.out.println ("Pikachu responds with a _____");
            //calculate the winner
            System.out.println ("");
            int winner = (int) (Math.random () * 2) + 1;
            int pts = (int) (Math.random () * 15) + 5;
            if (winner == 1)
            {
                System.out._____ ("Pikachu wins. ");
                bulbaHP = bulbaHP - pts;
            }
            ____
            {
                System.out.println ("_____ wins. ");
                pikaHP = pikaHP - pts;
            }
            System.out.println ("");
        }
        //the battle is over, print the winner
        System.out.println ("");
        IO.printSlow ("***** The battle is over!!! *****");
        System.out.println ("");
        ____ (pikaHP < 0)
        {
            _____.out.println ("Pikachu has lost the battle!");
            System.out.println ("_____ wins the battle!");
        }
        else
        {
            System.out.println ("_____ has lost the battle!");
            System.____.println ("Pikachu wins the battle!");
        }
        System.out.println ("");
        //ask the user to play again
        again = IO.input_____ ("Play again? (y/n) ");
    }
  }
}
```