

Objectif de la séance :
Global conception and implementation

1 Pokemon management

You will perform the top-down analysis and then implementation of a a program to manage Pokémon cards. For each Pokémon, we consider only three elements : its name, its type and its number of life points. For example, the Pokémon *Salamèche* is of the fire type and has 70 life points.

The program must make it possible to :

- enter the information of one or more pokemons, then add them to the current list
 - display the list of all pokémon and their attributes (type and number of life points)
 - reset the list
 - delete a pokémon at a certain index
 - display the list of pokémons of a type entered by the user, *e.g.* all fire pokémons
- A menu allows you to choose the action to be performed.

Exercices

1. **nformally define the tasks to be performed by the program, and possibly subtasks to be performed by the within each task.**
2. **Write in the form of a top-down analysis diagram this functional decomposition.**
3. **Identify the inputs and outputs of each subprogram, defining your own types if necessary**

1.1 Conception détaillée

Exercices

1. **Write the detailed design of the functions**
2. **Write the detailed design of the main program**
3. **Code the program in Pascal**