**Added the PasswordState constructor**

**package** sonar.gamestates.states;

**import** sonar.gamestates.GSM;

**import** sonar.gamestates.GameState;

**import** sonar.gamestates.StateBuilder;

**public** **class** PasswordState **extends** GameState

{

**protected** PasswordState(StateBuilder buildState, GSM gsm){**super**(buildState, gsm);}

}