**Changed the render and update method modifiers from default to protected**

**package** sonar.gamestates;

**import** java.awt.Graphics;

**public** **class** GameState

{

**private** StateBuilder buildState;

**private** GSM gsm;

**protected** GameState(StateBuilder buildState, GSM gsm)

{

**this**.buildState = buildState;

**this**.gsm = gsm;

}

**protected** **void** update()

{

}

**protected** **void** render(Graphics g)

{

}

StateBuilder getBuildState(){**return** buildState;}

GSM getGsm(){**return** gsm;}

}