**Added the last level to complete the LevelHolder class**

**package** sonar.gamestates.states.levels;

**class** LevelHolder

{

**static** **final** **int** ***starterStage1*** = 0;

**static** **final** **int** ***starterStage2*** = 1;

**static** **final** **int** ***starterStage3*** = 2;

}