**Linked the sprite variable to the constructor variable and also imported the Sprite class itself for StaticAnimation class.**

**package** sonar.gamestates.states.levels.stages.entities.animations;

**import** sonar.gamestates.states.levels.stages.entities.Sprite;

**public** **interface** AnimationType

{

}

**class** StaticAnimation **implements** AnimationType

{

**private** Sprite sprite;

StaticAnimation(Sprite sprite)

{

**this**.sprite = sprite;

}

}

**class** DynamicAnimation **implements** AnimationType

{

}