**Set the currentSprite to the animation index at a particular point in time in the update method. Also added a reset method for resetting the index back to 0 in the DynamicAnimation 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;}

Sprite getSprite(){**return** sprite;}

}

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

{

**private** Sprite currentSprite;

**private** **int** index = 0, frameSize;

**private** Sprite[] animation;

DynamicAnimation(Sprite... sprites)

{

currentSprite = sprites[0];

frameSize = sprites.length;

animation = sprites;

}

**void** update()

{

**if**(index == frameSize) index = 0;

**else** index++;

currentSprite = animation[index];

}

**void** reset(){index = 0;}

}