**Changed update method from default to protected.**

**package** sonar.gamestates;

**import** java.awt.Graphics;

**public** **class** GameState

{

//The base class Template for all the gamestates in the game.

**private** StateBuilder buildState;

**private** GSM gsm;

**private** Keyboard key;

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

{

**this**.buildState = buildState;

**this**.gsm = gsm;

**if**(buildState.stateType().equals("Single")){key = **new** Keyboard(gsm);}

}

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

{

}

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

{

}

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

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

**protected** Keyboard getKey(){**return** key;}

**protected** **void** resetKeyboard(){key = **null**;}

**void** initKey(){key = **new** Keyboard(gsm);}

}