**Changed StateHolder from default to public.**

**package** sonar.gamestates;

**public** **class** StateHolder

{

//Holds all of the states that are currently available in the game.

**static** **final** **int** ***menuState*** = 0;

**static** **final** **int** ***passwordState*** = 1;

**static** **final** **int** ***starterStage*** = 2;

}