**Removed the initKey method from the index 0 if statement since it is not needed.**

**package** sonar.gamestates.states;

**import** sonar.gamestates.GSM;

**import** sonar.gamestates.GameState;

**import** sonar.gamestates.StateBuilder;

**import** sonar.gamestates.StateHolder;

**public** **class** MenuState **extends** GameState

{

//The very first screen the user sees when starting the game up.

**private** **byte** index = 0;

**private** **byte** limit = 1;

**public** MenuState(StateBuilder buildState, GSM gsm){**super**(buildState, gsm);}

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

{

getKey().update();

**if**(getKey().up)

{

**if**(index != 0) index--;

**else** index = limit;

}

**if**(getKey().down)

{

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

**else** index++;

}

**if**(getKey().a)

{

resetKeyboard();

choice();

}

}

**private** **void** choice()

{

**if**(index == 0)

{

getGsm().setState(StateHolder.***starterStage***);

System.***out***.println("Entered StarterStage!");

}

**if**(index == 1)

{

getGsm().setState(StateHolder.***passwordState***);

System.***out***.println("Entered PasswordState!");

}

}

}