**Imported the Screen class into the GameState class and also added the xScroll, yScroll, screen and g variables into the render method.**

**package** sonar.gamestates;

**import** java.awt.Graphics;

**import** sonar.gamestates.states.levels.Screen;

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

**import** sonar.gamestates.states.levels.stages.entities.animations.tiles.TileManager;

**public** **abstract** **class** GameState

{

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

**private** StateBuilder buildState;

**private** GSM gsm;

**private** Keyboard key;

**private** SpriteManager smanage;

**private** TileManager tmanage;

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

{

**this**.buildState = buildState;

**this**.gsm = gsm;

**if**(buildState.stateType().equals("Single"))

{

key = **new** Keyboard(gsm);

smanage = **new** SpriteManager();

tmanage = **new** TileManager(smanage);

}

}

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

{

}

**protected** **void** render(**int** xScroll, **int** yScroll, Screen screen, Graphics g)

{

}

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

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

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

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

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

**protected** SpriteManager getSmanage(){**return** smanage;}

**protected** TileManager getTmanage(){**return** tmanage;}

}