**Added the stage variable to the LM and also linked the stage variable with the constructor variable.**

**package** sonar.gamestates.states.levels;

**import** sonar.gamestates.GSM;

**import** sonar.gamestates.GameState;

**import** sonar.gamestates.states.levels.stages.StarterStage1;

**import** sonar.gamestates.states.levels.stages.StarterStage2;

**import** sonar.gamestates.states.levels.stages.StarterStage3;

**public** **class** LM

{

//LevelManager allows us to switch between different levels.

**private** Level currentLevel;

**private** GSM gsm;

**private** GameState stage;

**public** LM(String stageType, GSM gsm, GameState stage)

{

**this**.gsm = gsm;

**this**.stage = stage;

**if**(stageType.equals("Starter")){setLevel(LevelHolder.***starterStage1***);}

}

**private** **void** loadLevel(**int** level)

{

currentLevel = **null**;

**if**(level == LevelHolder.***starterStage1***) currentLevel = **new** StarterStage1(**new** DynamicLevelBuilder("/textures/stages/starter/Starter1.png"), **this**);

**if**(level == LevelHolder.***starterStage2***) currentLevel = **new** StarterStage2(**new** DynamicLevelBuilder("/textures/stages/starter/Starter2.png"), **this**);

**if**(level == LevelHolder.***starterStage3***) currentLevel = **new** StarterStage3(**new** DynamicLevelBuilder("/textures/stages/starter/Starter3.png"), **this**);

}

**void** setLevel(**int** level){loadLevel(level);}

**public** **void** update()

{

currentLevel.update();

}

**public** **void** render(**int** xScroll, **int** yScroll, Screen screen)

{

**int** xLocation = xScroll;///-screen.getWidth();

**int** yLocation = yScroll; //-screen.getHeight();

currentLevel.render(xLocation, yLocation, screen);

}

}