**Imported the SpriteManager class into the MobManager class and also added a constructor to the MobManager.**

**package** sonar.gamestates.states.levels.stages.entities.animations.mobs;

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

**public** **class** MobManager

{

MobManager(SpriteManager manage)

{

}

}