**Imported the DynamicAnimation class into the MobManager class.**

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

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

**import** sonar.gamestates.states.levels.stages.entities.animations.DynamicAnimation;

**public** **class** MobManager

{

**private** Mob starterMob;

MobManager(SpriteManager manage, String level)

{

**if**(level.equals("StarterLevel1")) buildStarterLevel1(manage);

**if**(level.equals("StarterLevel2")) buildStarterLevel2(manage);

**if**(level.equals("StarterLevel3")) buildStarterLevel3(manage);

**if**(level.equals("StarterLevel4")) buildStarterLevel4(manage);

}

**private** **void** buildStarterLevel1(SpriteManager manage)

{

starterMob = **new** Mob(**new** CharacterMobBuilder(40, 40));

starterMob.setCurAnim(**new** DynamicAnimation(manage.cornerDownLeft, manage.cornerDownRight, manage.cornerUpLeft, manage.cornerUpRight));

}

**private** **void** buildStarterLevel2(SpriteManager manage)

{

}

**private** **void** buildStarterLevel3(SpriteManager manage)

{

}

**private** **void** buildStarterLevel4(SpriteManager manage)

{

}

}