**Added the getType method to the WeaponBuilder interface. Also created the SonarWaveWeaponBuilder class.**

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

**public** **interface** WeaponBuilder

{

**int** getX();

**int** getY();

String getType();

}

**class** SonarWaveWeaponBuilder **implements** WeaponBuilder

{

}