**Added the x and y variables to the SonarWaveWeaponBuilder class. Also added the constructor to 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

{

**private** **int** x, y;

SonarWaveWeaponBuilder(**int** x, **int** y)

{

}

}