**Added a constructor and imported the Screen class into the Weapon class.**

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

**import** sonar.gamestates.Screen;

**public** **class** Weapon

{

Weapon(WeaponBuilder buildWeapon)

{

}

**void** update()

{

}

**void** render(Screen screen)

{

}

}