**Changed the WeaponBuilder class to be abstract. Also changed the getType method to be an abstract method.**

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

**public** **abstract** **class** WeaponBuilder

{

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

WeaponBuilder(**int** x, **int** y)

{

**this**.x = x;

**this**.y = y;

}

**int** getX(){**return** x;}

**int** getY(){**return** y;}

**abstract** String getType();

}

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

{

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

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

{

**this**.x = x;

**this**.y = y;

}

**public** **int** getX(){**return** x;}

**public** **int** getY(){**return** y;}

**public** String getType(){**return** "SonarWave";}

}

**class** FireWeaponBuilder **implements** WeaponBuilder

{

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

FireWeaponBuilder(**int** x, **int** y)

{

**this**.x = x;

**this**.y = y;

}

**public** **int** getX(){**return** x;}

**public** **int** getY(){**return** y;}

**public** String getType(){**return** "Fire";}

}

**class** GrassWeaponBuilder **implements** WeaponBuilder

{

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

GrassWeaponBuilder(**int** x, **int** y)

{

**this**.x = x;

**this**.y = y;

}

**public** **int** getX(){**return** x;}

**public** **int** getY(){**return** y;}

**public** String getType(){**return** "Grass";}

}

**class** ElectricWeaponBuilder **implements** WeaponBuilder

{

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

ElectricWeaponBuilder(**int** x, **int** y)

{

**this**.x = x;

**this**.y = y;

}

**public** **int** getX(){**return** x;}

**public** **int** getY(){**return** y;}

**public** String getType(){**return** "Electric";}

}

**class** WaterWeaponBuilder **implements** WeaponBuilder

{

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

WaterWeaponBuilder(**int** x, **int** y)

{

**this**.x = x;

**this**.y = y;

}

**public** **int** getX(){**return** x;}

**public** **int** getY(){**return** y;}

**public** String getType(){**return** "Water";}

}