**Removed the link between the x and y variables and the constructor variables.**

**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 **extends** WeaponBuilder

{

SonarWaveWeaponBuilder(**int** x, **int** y){**super**(x, y);}

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

}

**class** FireWeaponBuilder **extends** WeaponBuilder

{

FireWeaponBuilder(**int** x, **int** y){**super**(x, y);}

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

}

**class** GrassWeaponBuilder **extends** WeaponBuilder

{

GrassWeaponBuilder(**int** x, **int** y){**super**(x, y);}

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

}

**class** ElectricWeaponBuilder **extends** WeaponBuilder

{

ElectricWeaponBuilder(**int** x, **int** y){**super**(x, y);}

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

}

**class** WaterWeaponBuilder **extends** WeaponBuilder

{

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

{

}

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

}