**Imported the Entity class into the Weapon class and also passed in the string Weapon to the super class.**

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

**import** sonar.gamestates.Screen;

**import** sonar.gamestates.states.levels.stages.entities.Entity;

**public** **class** Weapon **extends** Entity

{

**private** WeaponBuilder buildWeapon;

Weapon(WeaponBuilder buildWeapon)

{

**super**("Weapon");

**this**.buildWeapon = buildWeapon;

}

**void** update()

{

}

**void** render(Screen screen)

{

screen.renderWeapon(**this**);

}

}