**Imported the SpriteManager class into the WeaponManager class. Also added the constructor to the WeaponManager class.**

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

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

**public** **class** WeaponManager

{

**public** WeaponManager(SpriteManager manage)

{

}

}