**Added the sonarWave, fire, grass, electric, and water variables to the WeaponManager class. Also initialized the sonarWave variable to a new SonarWaveWeaponBuilder class.**

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

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

**public** **class** WeaponManager

{

**private** Weapon sonarWave, fire, grass, electric, water;

**public** WeaponManager(SpriteManager manage)

{

sonarWave = **new** Weapon(**new** SonarWaveWeaponBuilder(41, 63));

}

}