**Imported the StaticAnimation class into the WeaponManager class. Also set sonarWave.setCurAnim to a new StaticAnimation that uses a grass sprite in the WeaponManager class.**

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

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

**import** sonar.gamestates.states.levels.stages.entities.animations.StaticAnimation;

**public** **class** WeaponManager

{

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

**public** WeaponManager(SpriteManager manage)

{

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

sonarWave.setCurAnim(**new** StaticAnimation(manage.grass));

}

}