**Initialized the fire variable to a new FireWeaponBuilder. Also set fire.setCurAnim method to a new StaticAnimation that uses the grass sprite.**

**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));

fire = **new** Weapon(**new** FireWeaponBuilder(51, 63));

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

}

}