**Initialized the water variable to a new WaterWeaponBuilder. Also set water.setCurAnim 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));

grass = **new** Weapon(**new** GrassWeaponBuilder(41, 73));

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

electric = **new** Weapon(**new** ElectricWeaponBuilder(51, 73));

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

water = **new** Weapon(**new** WaterWeaponBuilder(41, 83));

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

}

}