**Set weapons[2] element to the grass weapon and also set weapons[3] element to the electric weapon.**

**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;

**private** Weapon[] weapons;

**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));

weapons = **new** Weapon[5];

weapons[0] = sonarWave;

weapons[1] = fire;

weapons[2] = grass;

weapons[3] = electric;

}

}