**Added the getType method to the EnergyBuilder interface and also created the WeaponEnergyBuilder class.**

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

**public** **interface** EnergyBuilder

{

**int** getX();

**int** getY();

String getType();

}

**class** WeaponEnergyBuilder **implements** EnergyBuilder

{

}