**Cleaned up the WeaponEnergyBuilder class by simplifying the code.**

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

**public** **abstract** **class** EnergyBuilder

{

**private** **int** x, y;

EnergyBuilder(**int** x, **int** y)

{

**this**.x = x;

**this**.y = y;

}

**int** getX(){**return** x;}

**int** getY(){**return** y;}

**abstract** String getType();

}

**class** WeaponEnergyBuilder **extends** EnergyBuilder

{

WeaponEnergyBuilder(**int** x, **int** y){**super**(x, y);}

String getType(){**return** "Weapon";}

}