**Added the update method to the Energy class and also imported the Entity class into the Energy class.**

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

**import** sonar.gamestates.states.levels.stages.entities.Entity;

**public** **class** Energy **extends** Entity

{

**private** EnergyBuilder buildEnergy;

Energy(EnergyBuilder buildEnergy)

{

**this**.buildEnergy = buildEnergy;

}

**void** update()

{

}

}