**Added the getSprite method to the Energy class and also passed the string Energy parameter into the super constructor.**

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

**import** sonar.gamestates.Screen;

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

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

{

**private** EnergyBuilder buildEnergy;

Energy(EnergyBuilder buildEnergy)

{

**super**("Energy");

**this**.buildEnergy = buildEnergy;

}

**void** update()

{

}

**void** render(Screen screen)

{

}

**int** getX(){**return** buildEnergy.getX();}

**int** getY(){**return** buildEnergy.getY();}

Sprite getSprite(){**return** curAnim.getSprite();}

}