**Set the grass and electric variables to the appropriate x and y locations in the EnergyManager class.**

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

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

**import** sonar.gamestates.states.levels.stages.entities.animations.DynamicAnimation;

**public** **class** EnergyManager

{

**private** Energy sonarWave, fire, grass, electric, water;

**private** Energy[] energies;

**public** EnergyManager(SpriteManager manage)

{

//Primary Energy for the sonarWave weapon

sonarWave = **new** Energy(**new** WeaponEnergyBuilder(34, 20));

sonarWave.setCurAnim(**new** DynamicAnimation(manage.sonarEnergy));

//Energies that are acquired after beating bosses

fire = **new** Energy(**new** WeaponEnergyBuilder(88, 20));

fire.setCurAnim(**new** DynamicAnimation(manage.fireEnergy));

grass = **new** Energy(**new** WeaponEnergyBuilder(34, 59));

grass.setCurAnim(**new** DynamicAnimation(manage.grassEnergy));

electric = **new** Energy(**new** WeaponEnergyBuilder(88, 59));

electric.setCurAnim(**new** DynamicAnimation(manage.zapEnergy));

water = **new** Energy(**new** WeaponEnergyBuilder(18, 94));

water.setCurAnim(**new** DynamicAnimation(manage.waterEnergy));

energies = **new** Energy[5];

//Energies list

energies[0] = sonarWave;

energies[1] = fire;

energies[2] = grass;

energies[3] = electric;

energies[4] = water;

}

**public** Energy[] getEnergies(){**return** energies;}

}