**Sets the currentSprite to index 0 when we reset the animation in the DynamicAnimation class.**

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

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

**public** **class** DynamicAnimation **implements** AnimationType

{

//Animation that changes itself automatically when run.

**private** Sprite currentSprite;

**private** **int** index = 0, frameSize;

**private** Sprite[] animation;

**public** DynamicAnimation(Sprite... sprites)

{

currentSprite = sprites[0];

frameSize = sprites.length;

animation = sprites;

}

**public** **void** update()

{

**if**(index == (frameSize - 1)) index = 0;

**else** index++;

currentSprite = animation[index];

}

**public** **void** reset()

{

index = 0;

currentSprite = animation[index];

}

**public** Sprite getSprite(){**return** currentSprite;}

**public** String animType(){**return** "Dynamic";}

}