**Changed the super constructor call to the GameState.createGameState method call in the PasswordState constructor and also changed the getGsm.setState method call to the GSM.setState method call in the update method located in the PasswordState class.**

**package** sonar.gamestates.states;

**import** sonar.GSM;

**import** sonar.GameState;

**import** sonar.StateBuilder;

**import** sonar.StateHolder;

**public** **class** PasswordState **extends** GameState

{

//Allows the user to enter passwords to access stages.

**public** PasswordState(StateBuilder buildState)

{

GameState.*createGameState*(buildState);

}

**protected** **void** update()

{

getKey().update();

**if**(getKey().a)

{

resetKeyboard();

resetSmanage();

resetTmanage();

GSM.*setState*(StateHolder.***starterStage***);

System.***out***.println("Entered StarterStage!");

}

}

}