**Change the stage local variable to the cStage variable in the createLM method and also initialized the stage variable to the cStage value in the createLM method that is located in the LM class.**

**package** sonar.gamestates.states.levels;

**import** sonar.GameState;

**import** sonar.Screen;

**import** sonar.gamestates.states.levels.stages.StarterStage1;

**import** sonar.gamestates.states.levels.stages.StarterStage2;

**import** sonar.gamestates.states.levels.stages.StarterStage3;

**public** **class** LM

{

//LevelManager allows us to switch between different levels.

**private** **static** Level *currentLevel*;

**private** **static** GameState *stage*;

**final** **static** LM createLM(GameState cStage)

{

*stage* = cStage;

LM lm = **new** LM();

**if**(*stage*.getBuildState().getIdentity().equals("Starter")){setLevel(LevelHolder.***starterStage1***);}

**return** lm;

}

**public** LM(String stageType, GameState stage)

{

**this**.*stage* = stage;

**if**(stageType.equals("Starter")){setLevel(LevelHolder.***starterStage1***);}

}

**private** **void** loadLevel(**int** level)

{

*currentLevel* = **null**;

**if**(level == LevelHolder.***starterStage1***) *currentLevel* = **new** StarterStage1(**new** DynamicLevelBuilder("/textures/stages/starter/Starter1.png"), **this**);

**if**(level == LevelHolder.***starterStage2***) *currentLevel* = **new** StarterStage2(**new** DynamicLevelBuilder("/textures/stages/starter/Starter2.png"), **this**);

**if**(level == LevelHolder.***starterStage3***) *currentLevel* = **new** StarterStage3(**new** DynamicLevelBuilder("/textures/stages/starter/Starter3.png"), **this**);

}

**void** setLevel(**int** level){loadLevel(level);}

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

{

*currentLevel*.update();

}

**public** **void** render(**int** xScroll, **int** yScroll, Screen screen)

{

**int** xLocation = xScroll;///-screen.getWidth();

**int** yLocation = yScroll; //-screen.getHeight();

*currentLevel*.render(xLocation, yLocation, screen);

}

**public** GameState getStage(){**return** *stage*;}

**public** Level getCurrentLevel(){**return** *currentLevel*;}

}