**Added the SingleStateBuildeer constructor to the SingleStateBuilder class and also added the string variables identity and path to the SingleStateBuilder class.**

**package** sonar;

//Builds the actual states for the game depending on the type.

**public** **interface** StateBuilder

{

String stateType();

}

**class** SingleStateBuilder **implements** StateBuilder

{

**private** String identity, path;

SingleStateBuilder(String identity, String path)

{

}

**public** String stateType(){**return** "Single";}

}

**class** DualStateBuilder **implements** StateBuilder

{

**public** String stateType(){**return** "Dual";}

}