**Added the setPath and getPath methods to the DualStateBuilder 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)

{

**this**.identity = identity;

**this**.path = path;

}

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

**public** String getIdentity(){**return** identity;}

**public** String getPath(){**return** path;}

}

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

{

**private** String identity, path;

DualStateBuilder(String identity){**this**.identity = identity;}

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

**public** String getIdentity(){**return** identity;}

**void** setPath(String path){**this**.path = path;}

**public** String getPath(){**return** path;}

}