**Changed the PasswordState constructor to only take in the buildState variable and also changed the super constructor to only contain the buildState variable 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)

{

**super**(buildState);

}

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

{

getKey().update();

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

{

resetKeyboard();

resetSmanage();

resetTmanage();

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

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

}

}

}