**Changed update and reset to be public since they will be called by other classes later in the DynamicAnimation class.**

**package** sonar.gamestates.states.levels.stages.entities.animations;

**import** sonar.gamestates.states.levels.stages.entities.Sprite;

**public** **class** DynamicAnimation **implements** AnimationType

{

**private** Sprite currentSprite;

**private** **int** index = 0, frameSize;

**private** Sprite[] animation;

**public** DynamicAnimation(Sprite... sprites)

{

currentSprite = sprites[0];

frameSize = sprites.length;

animation = sprites;

}

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

{

**if**(index == frameSize) index = 0;

**else** index++;

currentSprite = animation[index];

}

**public** **void** reset(){index = 0;}

**public** Sprite getSprite(){**return** currentSprite;}

**public** String animType(){**return** "Dynamic";}

}