**Added the loadLevel and setLevel methods to allow the user to change levels**

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

**import** java.awt.Graphics;

**import** sonar.gamestates.GSM;

**public** **class** LM

{

**public** LM(String stageType, GSM gsm)

{

}

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

{

}

**void** setLevel(**int** level)

{

}

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

{

}

**public** **void** render(Graphics g)

{

}

}