**Added currentSprite variable and set it to contain the first sprites element in DynamicAnimation class.**

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

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

**public** **interface** AnimationType

{

}

**class** StaticAnimation **implements** AnimationType

{

**private** Sprite sprite;

StaticAnimation(Sprite sprite){**this**.sprite = sprite;}

Sprite getSprite(){**return** sprite;}

}

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

{

**private** Sprite currentSprite;

DynamicAnimation(Sprite... sprites)

{

currentSprite = sprites[0];

}

**void** update()

{

}

}