**Added an if statement to check if we are at the frameSize limit in the update method to prevent us from reading past it by setting index back to zero 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;

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

**private** Sprite[] animation;

DynamicAnimation(Sprite... sprites)

{

currentSprite = sprites[0];

frameSize = sprites.length;

animation = sprites;

}

**void** update()

{

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

**else** index++;

}

}