**Moved StaticAnimation class out of the AnimationType interface file. Also changed constructor to be public.**

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

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

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

{

**private** Sprite sprite;

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

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

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

}