**Set buildState and gsm to the appropriate variables**

**package** sonar.gamestates;

**import** java.awt.Graphics;

**class** GameState

{

**private** StateBuilder buildState;

**private** GSM gsm;

GameState(StateBuilder buildState, GSM gsm)

{

**this**.buildState = buildState;

**this**.gsm = gsm;

}

**void** update()

{

}

**void** render(Graphics g)

{

}

}