**Added switchState method so we can change between inventory and the stage we are currently in on the fly.**

**package** sonar.gamestates;

**import** java.awt.Graphics;

**import** sonar.Game;

**public** **class** GSM

{

**private** Game game;

**private** GameState currentState, pastState;

**public** GSM(**short**[] gameWindow, Game currentGame)

{

game = currentGame;

}

**void** switchStates(GameState active, GameState passive)

{

}

//A gsm is in charge of loading and setting states

**private** **void** loadState(**int** state)

{

currentState = **null**;

**if**(state == menuState) currentState = **new** MenuState(**new** SingleStateBuilder(), **this**);

**if**(state == passwordState) currentState = **new** PasswordState(**new** SingleStateBuilder(), **this**);

**if**(state == starterStage) currentState = **new** StarterStage(**new** DualStateBuilder(), **this**);

**if**(currentState.getBuildState().stateType().equals("Dual")){pastState = **new** Inventory(**new** DualStateBuilder(), **this**);}

}

**void** setState(**int** state)

{

loadState(state);

}

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

{

}

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

{

}

}