**Cleaned up the code in the Tile class and also changed from the screen.renderTile method to the screen.render method in the Tile class.**

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

**import** sonar.gamestates.Screen;

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

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

**public** **class** Tile **extends** Entity

{

//Tile class is the building blocks that mobs stand on top of.

**private** TileBuilder buildTile;

**private** **int** x, y;

Tile(TileBuilder buildTile)

{

**super**("Tile");

**this**.buildTile = buildTile;

}

**void** update(){buildTile.update();}

**public** **void** render(**int** x, **int** y, Screen screen)

{

**this**.x = x \* buildTile.getWidth();

**this**.y = y \* buildTile.getHeight();

screen.render(**this**, x, y, getWidth(), getHeight());

}

**public** **int** getWidth(){**return** buildTile.getWidth();}

**public** **int** getHeight(){**return** buildTile.getHeight();}

**public** Sprite getSprite(){**return** buildTile.getSprite();}

**public** **int** getX(){**return** x;}

**public** **int** getY(){**return** y;}

**boolean** solid(){**return** buildTile.solid();}

**boolean** light(){**return** buildTile.light();}

String attribute(){**return** buildTile.attribute();}

}