**Linked render to the do while loop and placed in updates and render counters.**

**package** sonar;

**import** java.awt.Canvas;

**import** javax.swing.JFrame;

**public** **class** Game **extends** Canvas

{

**private** **static** **final** **long** ***serialVersionUID*** = 1L;

**private** **short** width, height;

**private** **byte** scale;

**private** JFrame frame;

**private** **boolean** running;

**private** Mobile process;

Game(**short** width, **short** height, **byte** scale)

{

**this**.width = width;

**this**.height = height;

**this**.scale = scale;

frame = **new** JFrame();

}

**void** start()

{

**if**(running) **return**;

running = **true**;

process = **new** Mobile(**this**, "SonarBat");

run();

}

//Observers

**private** **void** run()

{

**byte** updates = 0;

**short** frames = 0;

**do**

{

update();

render();

}

**while**(running);

}

**private** **void** update()

{

}

**private** **void** render()

{

}

JFrame getFrame(){**return** frame;}

**short** getWindowWidth(){**return** width;}

**short** getWindowHeight(){**return** height;}

**byte** getWindowScale(){**return** scale;}

}