**Changed getGameWindow[2] to getWindowScale and the short with 2 to a byte.**

**package** sonar;

**import** java.awt.Dimension;

**import** javax.swing.JFrame;

**public** **class** Window

{

//After a lot of different thoughts I have come up with a new way to make games.

//Its a method that is not obvious at first but after several iterations I

//stumbled on this. I decided it is best to combine the window with main method.

//What this class does is builds our window.

Window(Game game)

{

Dimension size = **new** Dimension(game.getWindowWidth() \* game.getWindowScale(), game.getWindowHeight() \* game.getWindowScale());

game.setPreferredSize(size);

game.getFrame().add(game);

game.getFrame().pack();

game.getFrame().setResizable(**false**);

game.getFrame().setVisible(**true**);

game.getFrame().setLocationRelativeTo(**null**);

game.getFrame().setDefaultCloseOperation(JFrame.***EXIT\_ON\_CLOSE***);

game.start();

}

**public** **static** **void** main(String[] args)

{

Game game = **new** Game((**short**) 300, (**short**) 169, (**byte**) 2);

**new** Window(game);

}

}