**Added a loop in the run method for the actual game and connected start with the run method**

**package** sonar;

**import** java.awt.Canvas;

**import** javax.swing.JFrame;

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

{

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

**private** **short**[] gameWindow;

**private** JFrame frame;

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

**private** Mobile process;

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

{

gameWindow = **new** **short**[3];

gameWindow[0] = width;

gameWindow[1] = height;

gameWindow[2] = scale;

frame = **new** JFrame();

}

**void** start()

{

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

running = **true**;

process = **new** Mobile();

run();

}

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

{

**do**

{

}

**while**(running);

}

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

**short**[] getGameWindow(){**return** gameWindow;}

}