**Defined renderTime and oneSecond variables**

**package** sonar;

**import** java.awt.image.BufferStrategy;

**class** Mobile

{

**private** **short**[] gameKeeper;

**private** BufferStrategy bs;

**private** Game game;

**private** String title;

**private** **double** renderTime;

**private** **double** oneSecond;

**public** Mobile(Game game, String title)

{

**this**.game = game;

**this**.title = title;

}

**void** loop()

{

**double** timeInGameWorld = convertNanosToMillis(System.*nanoTime*());

**if**(gameKeeper[0] < 60)

{

update();

gameKeeper[0]++;

}

render(bs);

gameKeeper[1]++;

**double** timeOutOfGameWorld = convertNanosToMillis(System.*nanoTime*());

**if**(renderTime > oneSecond)

{

game.getFrame().setTitle("ups: " + gameKeeper[0] + "fps: " + gameKeeper[1]);

gameKeeper[0] = 0;

gameKeeper[1] = 0;

}

**if**(bs == **null**) game.createBufferStrategy(2);

bs = game.getBufferStrategy();

}

**private** **double** convertNanosToMillis(**long** nanoTime){**return** ((**double**) nanoTime / 1000000.0);}

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

{

}

**private** **void** render(BufferStrategy bs)

{

}

}