**Added a for loop to clear the pixels on the screen.**

**package** sonar.gamestates.states.levels;

**public** **class** Screen

{

**private** **int** width, height, xOffset, yOffset;

**private** **int**[] pixels;

Screen(**int** width, **int** height)

{

**this**.width = width;

**this**.height = height;

pixels = **new** **int**[width \* height];

}

**public** **void** clear()

{

**for**(**int** i = 0; i < pixels.length; i++){pixels[i] = 0;}

}

**public** **void** renderTile(Tile tile)

{

}

**private** **void** render(Entity entity, **int** xp, **int** yp, **int** eWidth, **int** eHeight)

{

**for**(**int** y = 0; y < eHeight; y++)

{

**int** ya = y + yp;

**for**(**int** x = 0; x < eWidth; x++)

{

**int** xa = x + xp;

**if**((xa < 0 || xa >= width) || (ya < 0 || ya >= height)) **break**;

pixels[xa + ya \* width] = ?

}

}

}

}