**Added the getType method to the Mob class and also added the variable curAnim.**

**package** sonar.gamestates.states.levels.stages.entities.animations.mobs;

**import** sonar.gamestates.Screen;

**public** **class** Mob

{

**private** MobBuilder buildMob;

**private** DynamicAnimation curAnim;

Mob(MobBuilder buildMob)

{

**this**.buildMob = buildMob;

}

**void** update()

{

}

**void** render(Screen screen)

{

screen.renderMob(**this**);

}

**int** getX(){**return** buildMob.getX();}

**int** getY(){**return** buildMob.getY();}

String getType(){**return** buildMob.getType();}

MobBuilder getBuildMob(){**return** buildMob;}

}