**Added the setCurAnim and getCurAnim methods to the Mob class.**

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

**import** sonar.gamestates.Screen;

**import** sonar.gamestates.states.levels.stages.entities.animations.DynamicAnimation;

**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();}

**void** setCurAnim(DynamicAnimation curAnim){**this**.curAnim = curAnim;}

DynamicAnimation getCurAnim(){**return** curAnim;}

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

}