**Linked the buildMob variable to the constructor variable. Also imported the Screen class into the Mob class.**

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

**import** sonar.gamestates.Screen;

**public** **class** Mob

{

**private** MobBuilder buildMob;

Mob(MobBuilder buildMob)

{

**this**.buildMob = buildMob;

}

**void** update()

{

}

**void** render(Screen screen)

{

}

}