**Linked the render method with the screen.renderMob method.**

**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)

{

screen.renderMob(**this**);

}

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

}