**Added the buildWeapon variable to the Weapon class. Also linked the render method with the screen.renderWeapon method.**

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

**import** sonar.gamestates.Screen;

**public** **class** Weapon

{

**private** WeaponBuilder buildWeapon;

Weapon(WeaponBuilder buildWeapon)

{

}

**void** update()

{

}

**void** render(Screen screen)

{

screen.renderWeapon(**this**);

}

}