**Changed the render method from default to public in the Weapon class. Also cleaned up the render method to make it easier to read.**

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

**import** sonar.gamestates.Screen;

**import** sonar.gamestates.states.levels.stages.entities.Entity;

**import** sonar.gamestates.states.levels.stages.entities.Sprite;

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

**public** **class** Weapon **extends** Entity

{

**private** WeaponBuilder buildWeapon;

**private** StaticAnimation curAnim;

Weapon(WeaponBuilder buildWeapon)

{

**super**("Weapon");

**this**.buildWeapon = buildWeapon;

}

**void** update()

{

}

**public** **void** render(Screen screen){screen.renderWeapon(**this**);}

**public** **int** getX(){**return** buildWeapon.getX();}

**public** **int** getY(){**return** buildWeapon.getY();}

**public** Sprite getSprite(){**return** curAnim.getSprite();}

**public** **int** getWidth(){**return** curAnim.getSprite().getWidth();}

**public** **int** getHeight(){**return** curAnim.getSprite().getHeight();}

String getWeaponType(){**return** buildWeapon.getType();}

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

}