**Added the curAnim variable to the Energy class and also linked the render method with the screen.renderEnergy method.**

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

**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.DynamicAnimation;

**public** **class** Energy **extends** Entity

{

**private** EnergyBuilder buildEnergy;

**private** DynamicAnimation curAnim;

Energy(EnergyBuilder buildEnergy)

{

**super**("Energy");

**this**.buildEnergy = buildEnergy;

}

**void** update()

{

}

**void** render(Screen screen)

{

screen.renderEnergy(**this**);

}

**int** getX(){**return** buildEnergy.getX();}

**int** getY(){**return** buildEnergy.getY();}

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

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

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

String getEnergyType(){**return** buildEnergy.getType();}

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

}