**Initialized the animation variable to the character.getLeft variable when the direction detected is left in the Mob class and also initialized the animation variable to the character.getRight variable when the direction detected is right.**

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

**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** **abstract** **class** Mob **extends** Entity

{

**private** MobBuilder buildMob;

**private** DynamicAnimation curAnim;

Mob(MobBuilder buildMob)

{

**super**("Mob");

**this**.buildMob = buildMob;

}

**abstract** **void** update();

**public** **void** render(Screen screen){screen.render(**this**, getX(), getY(), getWidth(), getHeight());}

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

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

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

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

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

String getMobType(){**return** buildMob.getType();}

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

DynamicAnimation getCurAnim(){**return** curAnim;}

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

**private** DynamicAnimation direction(DynamicAnimation animation, String direction)

{

**if**(buildMob.getType().equals("Character"))

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

**if**(methodType.equals("Set"))

{

**switch**(direction)

{

**case** "Left": character.setLeft(animation);

**case** "Right": character.setRight(animation);

**case** "Up": character.setUp(animation);

**case** "Down": character.setDown(animation);

}

animation = **null**;

}

**else**

{

**switch**(direction)

{

**case** "Left": animation = character.getLeft();

**case** "Right": animation = character.getRight();

**case** "Up": character.getUp();

**case** "Down": character.getDown();

}

}

}

**return** animation;

}

**void** setUp(DynamicAnimation animation)

{

**if**(buildMob.getType().equals("Character"))

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

character.setUp(animation);

}

}

**void** setDown(DynamicAnimation animation)

{

**if**(buildMob.getType().equals("Character"))

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

character.setDown(animation);

}

}

**void** setLeft(DynamicAnimation animation)

{

**if**(buildMob.getType().equals("Character"))

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

character.setLeft(animation);

}

}

**void** setRight(DynamicAnimation animation)

{

**if**(buildMob.getType().equals("Character"))

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

character.setRight(animation);

}

}

**void** setPlayer(**boolean** value)

{

**if**(buildMob.getType().equals("Character"))

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

character.setPlayer(value);

}

}

DynamicAnimation getUp()

{

DynamicAnimation animation = **null**;

**if**(buildMob.getType().equals("Character"))

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

animation = character.getUp();

}

**return** animation;

}

DynamicAnimation getDown()

{

DynamicAnimation animation = **null**;

**if**(buildMob.getType().equals("Character"))

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

animation = character.getDown();

}

**return** animation;

}

DynamicAnimation getLeft()

{

DynamicAnimation animation = **null**;

**if**(buildMob.getType().equals("Character"))

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

animation = character.getLeft();

}

**return** animation;

}

DynamicAnimation getRight()

{

DynamicAnimation animation = **null**;

**if**(buildMob.getType().equals("Character"))

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

animation = character.getRight();

}

**return** animation;

}

**boolean** getPlayer()

{

**boolean** value = **false**;

**if**(buildMob.getType().equals("Character"))

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

value = character.getPlayer();

}

**return** value;

}

}