**Removed the buildMob.getType if statement from the setPlayer method since it is no longer needed in the Mob class and also cleaned up the setPlayer method by making it more readable.**

**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, String methodType)

{

**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": animation = character.getUp();

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

}

}

}

**return** animation;

}

**private** **boolean** player(**boolean** value, String methodType)

{

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

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

**if**(methodType.equals("Set")) character.setPlayer(value);

**else** value = character.getPlayer();

}

**return** value;

}

**void** setUp(DynamicAnimation animation){direction(animation, "Up", "Set");}

**void** setDown(DynamicAnimation animation){direction(animation, "Down", "Set");}

**void** setLeft(DynamicAnimation animation){direction(animation, "Left", "Set");}

**void** setRight(DynamicAnimation animation){direction(animation, "Right", "Set");}

**void** setPlayer(**boolean** value){player(value, "Set");}

DynamicAnimation getUp()

{

DynamicAnimation animation = **null**;

**return** direction(animation, "Up", "Get");

}

DynamicAnimation getDown()

{

DynamicAnimation animation = **null**;

**return** direction(animation, "Down", "Get");

}

DynamicAnimation getLeft()

{

DynamicAnimation animation = **null**;

**return** direction(animation, "Left", "Get");

}

DynamicAnimation getRight()

{

DynamicAnimation animation = **null**;

**return** direction(animation, "Right", "Get");

}

**boolean** getPlayer()

{

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

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

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

value = character.getPlayer();

}

**return** value;

}

}