**Initialized the local movement variable to the value returned by the playerControls method in the SonarBat class and also changed the xa and ya parameters to movement[0] and movement[1] elements in the updateMovement method.**

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

**public** **class** SonarBat **extends** Mob

{

SonarBat(MobBuilder buildMob){**super**(buildMob);}

**void** update()

{

**int** xa = 0, ya = 0;

**byte**[] movement = **new** **byte**[2];

movement = playerControls(xa, ya, **false**);

updateMovement(movement[0], movement[1]);

}

}