**Added the game local variable to the game.start method in the Window class.**

**package** sonar;

**import** java.awt.Dimension;

**import** javax.swing.JFrame;

**final** **class** Window

{

**private** Window(){} //Prevents multiple windows from being created

**private** **final** **static** **void** createWindow(**final** Game game, **final** **byte** scale)

{

Dimension size = **new** Dimension(Game.*getWindowWidth*() \* scale, Game.*getWindowHeight*() \* scale);

game.setPreferredSize(size);

Game.*getFrame*().add(game);

Game.*getFrame*().pack();

Game.*getFrame*().setResizable(**false**);

Game.*getFrame*().setVisible(**true**);

Game.*getFrame*().setLocationRelativeTo(**null**);

Game.*getFrame*().setDefaultCloseOperation(JFrame.***EXIT\_ON\_CLOSE***);

}

**public** **static** **void** main(String[] args)

{

**short** width = 300;

**short** height = 169;

**byte** scale = 3;

Game game = Game.*createGame*(width, height);

Window.*createWindow*(game, scale);

game.start(game);

}

}