**Added the Game.getFrame.setDefaultCloseOperation method to the createWindow method located in the Window class. Also removed the original game local variable from the main method since it is no longer needed.**

**package** sonar;

**import** java.awt.Dimension;

**import** javax.swing.JFrame;

**public** **class** Window

{

Window(Game game)

{

//Builds the gameworld screen for the SonarBat game.

Dimension size = **new** Dimension(game.getWindowWidth() \* game.getWindowScale(), game.getWindowHeight() \* game.getWindowScale());

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***);

game.start();

}

**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();

**new** Window(game);

}

}