**Added BufferStrategy to the render method**

**package** sonar;

**import** java.awt.image.BufferStrategy;

**class** Mobile

{

**private** **short**[] gameKeeper;

**private** BufferStrategy bs;

**void** loop()

{

update();

gameKeeper[0]++;

render(bs);

gameKeeper[1]++;

}

**private** **void** update()

{

}

**private** **void** render(BufferStrategy bs)

{

}

}