**Set light and attribute methods to return the appropriate variables in the Tile class.**

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

**import** sonar.gamestates.states.levels.stages.entities.Sprite;

**class** Tile

{

**private** TileBuilder buildTile;

Tile(TileBuilder buildTile)

{

**this**.buildTile = buildTile;

}

Sprite getSprite(){**return** buildTile.getSprite();}

**int** getWidth(){**return** buildTile.getWidth();}

**int** getHeight(){**return** buildTile.getHeight();}

**boolean** solid(){**return** buildTile.solid();}

**boolean** light(){**return** buildTile.light();}

String attribute(){**return** buildTile.attribute();}

}