**PictureLab Scaling/Writing Exercise**

**Directions:**

1. In the *main* method of PictureExplorer, instantiate a new Picture object from the Beach picture.
2. Write the Beach picture to your desktop.
3. Create a new Picture object, *p1,* using the *scale(int x, int y)* method to shrink the beach picture to 1/2 its normal width and height.
4. Write the shrunken picture to your Desktop.
5. Create a new Picture object, *p2*, by scaling the original beach picture to 1/10th its normal width and height.
6. Write p2 to your desktop.

**Part II)**

1. Find a picture on the internet that you would like to explore.
2. Save the picture to your desktop as a jpg file.
3. Add the picture to your Project in Eclipse.
4. Use PictureExplorer class to explore the new picture.