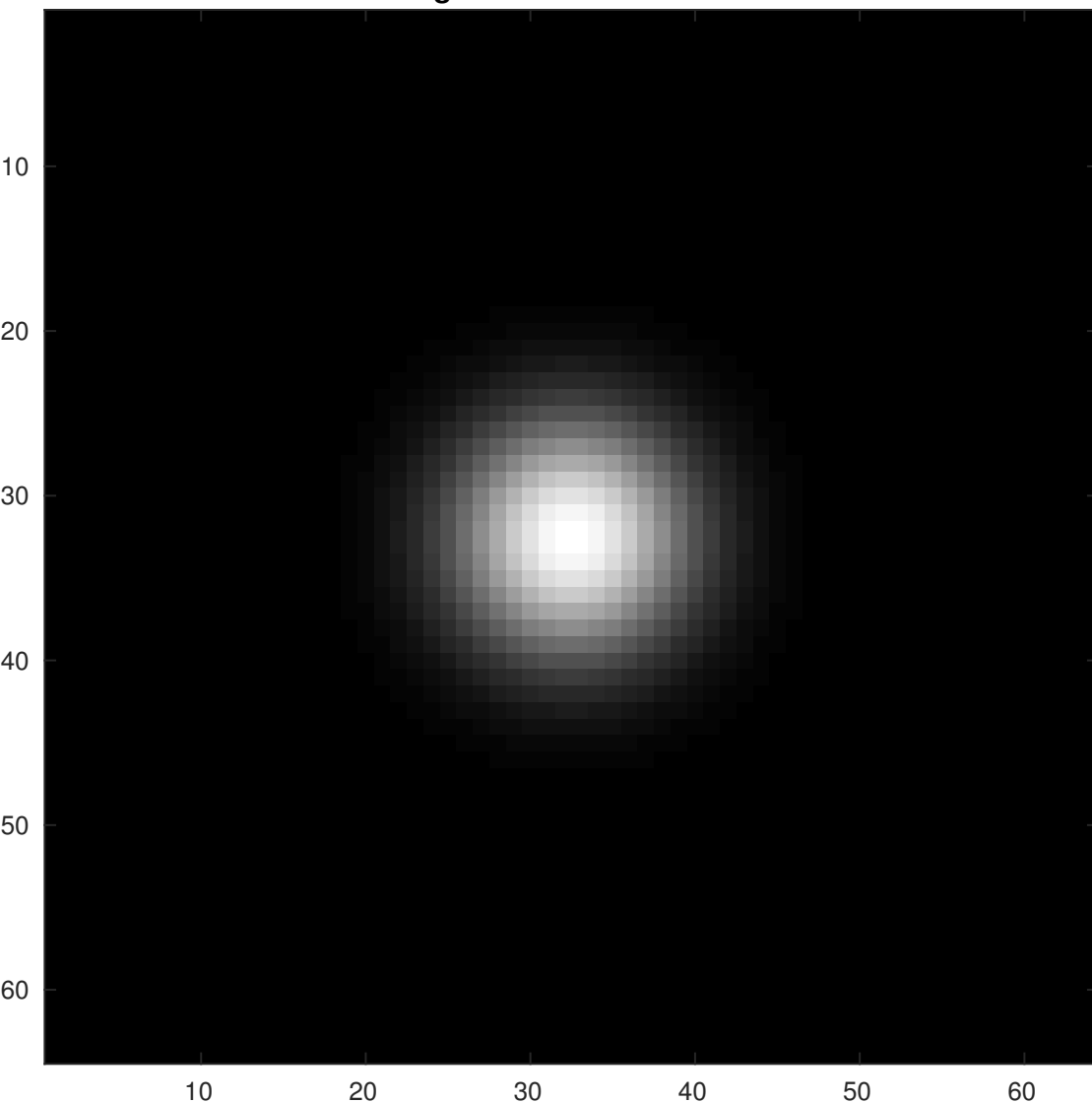


Using the scale function



Calculating it directly

