**Lesson 11 – Swing: Scaling Images**

* Scaling Swing Components makes the code a lot of scalable
  + This is because its size can easily be changed, and the values are not hard coded in and can be changed dynamically
* We do this by basing our component’s size on the size of the component
  + We do this with the **getWidth() and getHeight() methods** 
    - This lets us draw our component on a grid
  + We use the Graphics2D class to make the scaling less tedious
    - We only pass in the numerators to each fraction