

del tas_NoScaling_Scaling.txt

DoubleSpongeBob_1_NoTransforms => DoubleSpongeBob_2_Scaling

1. Add scale field to DrawingComponent and initialize to 1.0 in constructor

```
private double scale;  
scale = 1.0;
```

2. Add setScale method to DrawingComponent

```
public void setScale(double newScale) {  
    scale = newScale;  
    this.repaint();  
}
```

3. Add slider change listener to DrawingFrame

```
private ChangeListener sliderChangeListener = new  
ChangeListener() {  
    @Override  
    public void stateChanged(ChangeEvent e) {  
        component.setScale(slider.getValue() * 0.05);  
    }  
};
```

4. In DrawingComponent.repaint, call setScale on the Graphics2D to convert from world to device coordinates. This should be done before drawing the shapes (but after drawing the background)

```
g2.setScale(scale, scale);
```