

# Picture Explorer

```
/**
```

```
* Test Main. It will explore the beach
```

```
*/
```

```
public static void main( String args[])
```

```
{
```

```
scale Picture pix = new Picture("beach.jpg");
```

```
    pix.explore();
```

```
}
```

your  
image

---

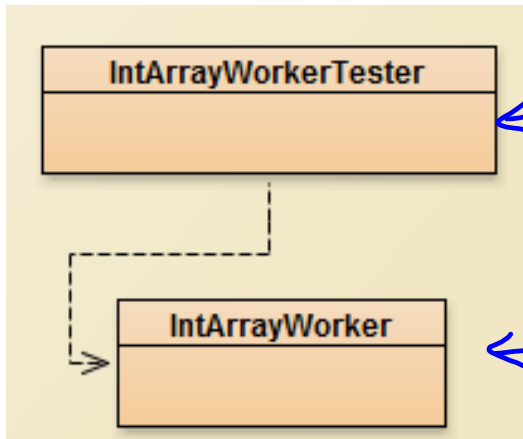
bottom

2. Add a picture to the `images` folder and then create and explore that picture in the `main` method. If the picture is very large (for instance, one from a digital camera), you can scale it using the `scale` method in the `Picture` class.

For example, you can make a new picture ("`smallMyPicture.jpg`" in the `images` folder) one-fourth the size of the original ("`myPicture.jpg`") using:

```
Picture p = new Picture("myPicture.jpg");
Picture smallP = p.scale(0.25,0.25);
smallP.write("smallMyPicture.jpg");
```

Ex. 2 Activity 3



← test code -  
main()

← several example  
methods - you  
will be  
writing some  
new methods  
1. getCount()