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.scale(scale, scale);
```