Problem 7: Practical Coding (20 points)
Write a `appendPicture` method that takes a `Picture` object as a parameter and appends that `Picture` object into the `pictureArray` instance variable in the calling object. Your should assume that the array referenced by `pictureArray` is currently full. Your method should make a new array that is one larger than the current array, copy the contents of `pictureArray` into the newly created array, add the parameter `Picture` to the end of the array, and update `pictureArray` to point to the new array. After this method, the array referenced by `pictureArray` should be exactly large enough to hold all of the Pictures in the Slideshow, and no larger. Your method should not return anything.

class Slideshow {
    private Picture[] pictureArray;

    // constructor always creates first picture
    public Slideshow( Picture firstPicture )
    {
        pictureArray = new Picture[1];
        pictureArray[0] = firstPicture;
    }

    // append newPicture to pictureArray
    // Your appendPicture method will go here, but you
    // will write it on your answer sheet.

    // example call
    public static void main( String[] args )
    {
        Picture swan = new Picture("swan.jpg");
        Picture greybox = new Picture("greybox.jpg");
        Picture butterfly = new Picture("butterfly.png");

        Slideshow slideshowDemo = new Slideshow( swan );
        slideshowDemo.appendPicture( greybox );
        slideshowDemo.appendPicture( butterfly );
    }
}