



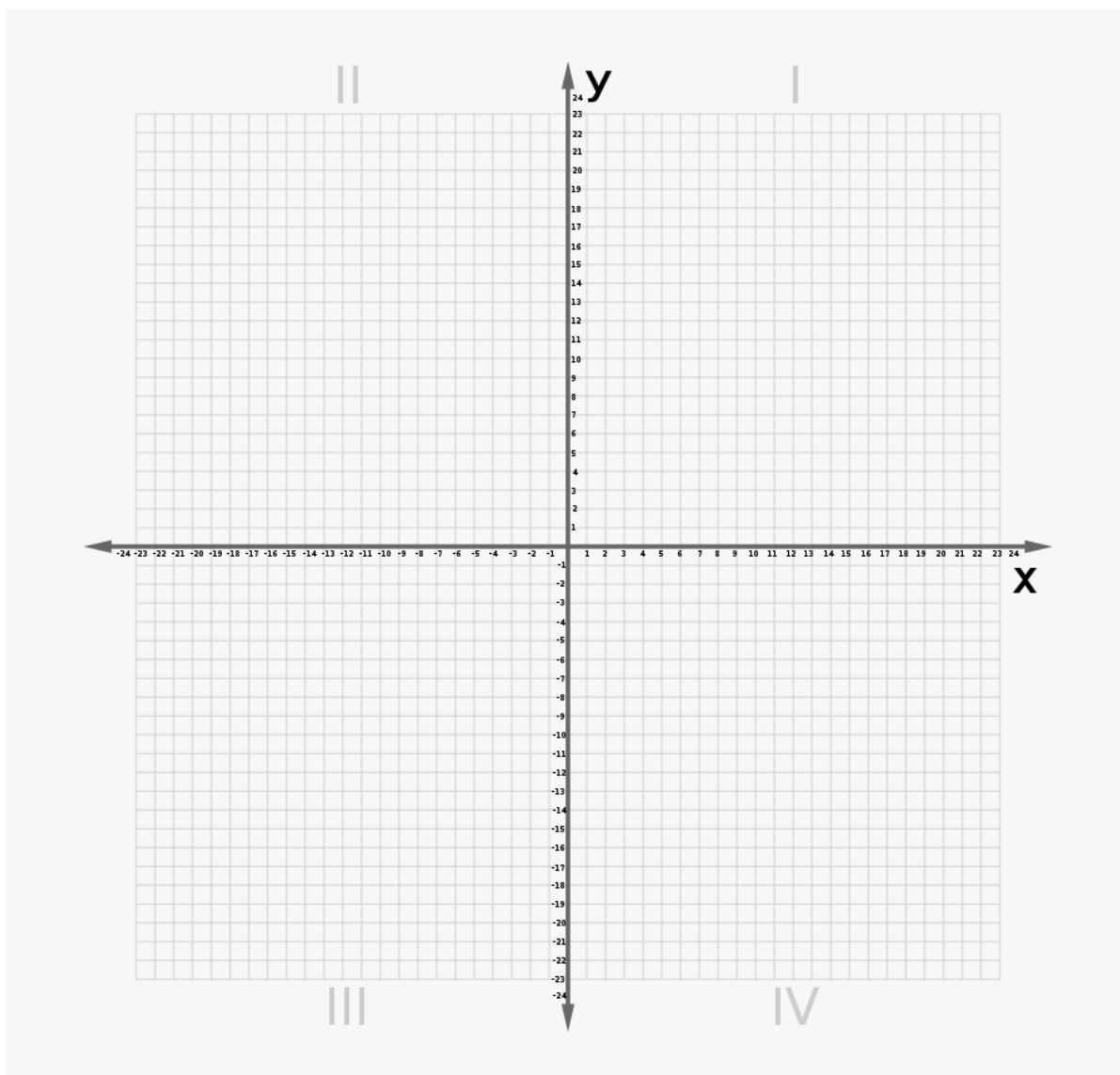
## 49. 2D transforms

Reja:

▼ 2D



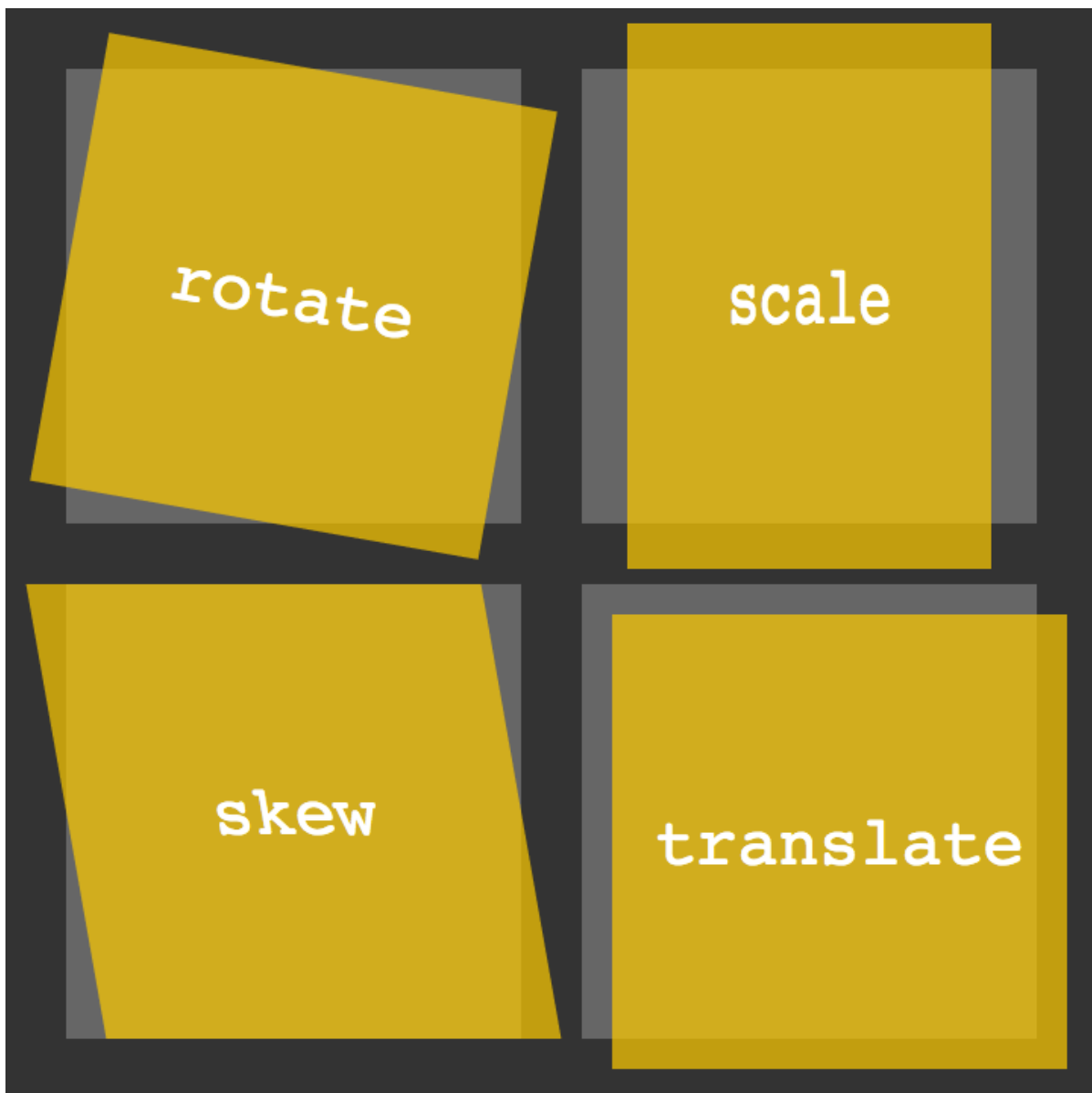
**2D** - geometrik model bo'lib elementimizni joylashuvini aniqlash uchun 2ta nuqta yetarli bo'ladi



### ▼ Transform



**Transform** - veb sahifamizdagi elementlarni aylantirish, siljitish, o'lchovini o'zgartirish, va og'dirish uchun ishlatiladigan CSS xossasi. Uning 2 ko'rinishi mavjud 2D va 3D



## Quyidagi "method"lari mavjud

### ▼ rotate()



**Rotate** - elementimizni soat strelkasi yoki unga teskari bo'lgan yo'nalishda burish (aylantirish) uchun ishlatiladi. Musbat qiymat soat strelkasi boy'icha, manfiy esa teskari yo'nalishda buradi

### Umumiy ko'rinishi

```
selector-nomi {  
  transform: rotate(daraja);  
}
```

## Soat strelkasi bo'yicha burish

```
<style>  
  .box {  
    width: 500px;  
    height: 500px;  
    background-color: red;  
    transform: rotate(40deg);  
  }  
</style>  
  
-----  
<div class="box">40 darajaga burilgan quti</div>
```

## Soat strelkasi teskari ravishda burish


```
<style>  
  .box {  
    width: 500px;  
    height: 500px;  
    background-color: red;  
    transform: rotate(-40deg);  
  }  
</style>  
  
-----  
<div class="box">40 darajaga burilgan quti</div>
```



### **Transform origin** - o'zgartirish (transform) amal qiladigan nuqta

#### transform-origin

The transform-origin CSS property sets the origin for an element's transformations. The transformation origin is the point around which a transformation is applied. For example, the transformation origin of the function is the center of rotation. This property is applied by first translating the element by the value of

 <https://developer.mozilla.org/en-US/docs/Web/CSS/transform-origin>

```

<style>
.parent-box {
  margin-top: 100px;
  border: 5px solid blue;
}
.box {
  height: 100px;
  background-color: red;
  transform: rotate(45deg);
  transform-origin: top right;
}
</style>

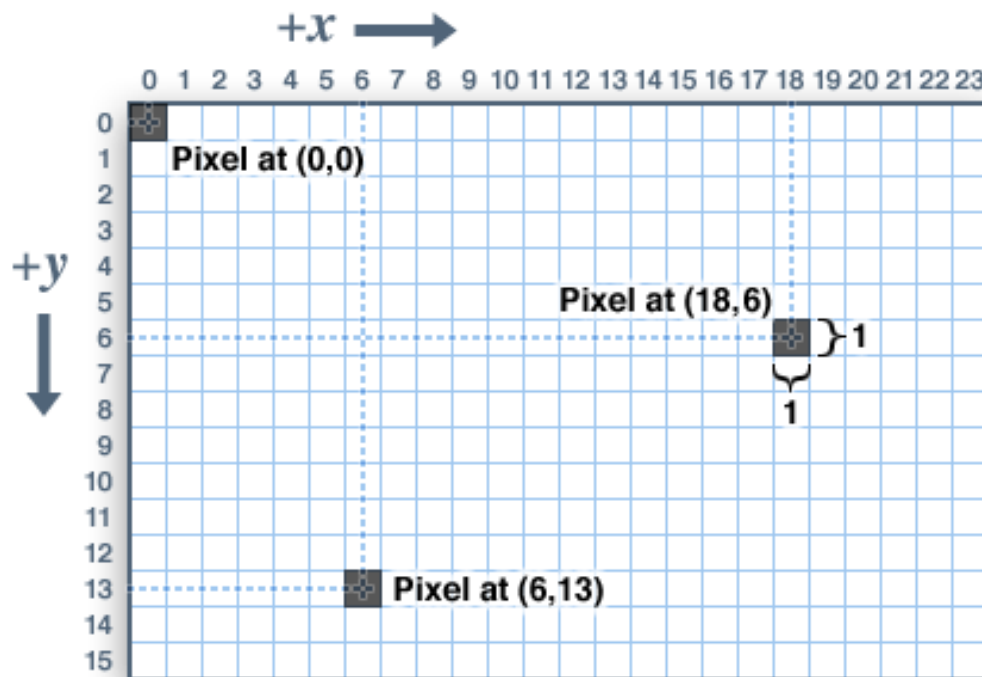
-----
<div class="parent-box">
  <div class="box">40 darajaga burilgan quti</div>
</div>

```

## ▼ translate()



**Translate** - elementimizni hozirgi joyidan siljitish (surish) uchun ishlatiladi. Musbat qiymat o'ng va pastga qarab, manfiy esa chap va yuqoriga qarab siljitish uchun ishlatiladi



## Umumiy ko'rinishi

```
selector-nomi {  
  transform: translate(x-qiymat, y-qiymat);  
}
```

## Misol

```
<style>  
  .box {  
    width: 500px;  
    height: 500px;  
    background-color: red;  
    transform: translate(20px, 40px);  
  }  
</style>  
  
-----  
<div class="box">20px o'ngga, 40px pastga surish</div>
```



"**Translate**"ning yana **translateX()** va **translateY()** ko'rinishlari ham mavjud

### ▼ scale()



**Scale** - elementimizni o'lchovini oshirish yoki kamaytirish uchun ishlatiladi. 0 bilan 1 orasida berilgan qiymat uning o'lchovini kamaytiradi, 1dan katta qiymat esa o'lchovini oshiradi



## Umumiy ko'rinishi

```
selector-nomi {  
  transform: scale(x-qiyamat, y-qiyamat);  
}
```

## Element o'lchovini kattalashtirishga misol

```
<style>  
  .box {  
    width: 500px;  
    height: 500px;  
    background-color: red;  
    transform: scale(2,3);  
  }  
</style>  
  
-----  
<div class="box">kengligini 2 barobar, balandligini 3 barobarga oshirish</div>
```

## Element o'lchovini kichiklashtirishga misol

```
<style>
  .box {
    width: 500px;
    height: 500px;
    background-color: red;
    transform: scale(0.5, 0.25);
  }
</style>

-----
<div class="box">kengligini 2 barobar, balandligini 4 barobarga kamaytirish</div>
```

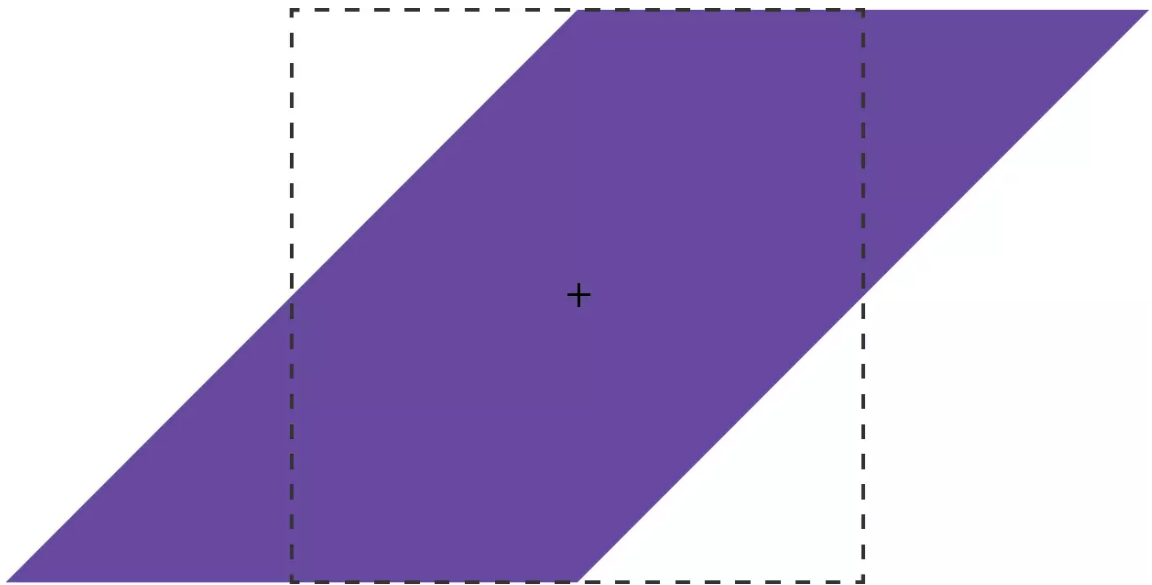


"Scale"ning yana **scaleX()** va **scaleY()** ko'rinishlari ham mavjud

### ▼ skew()



**Skew** - elementimizni ma'lum bir darajaga (degree)ga og'dirish uchun ishlatiladi. Manfiy qiymat og'ish yo'nalishini teskari tomonga o'zgartiradi



### Umumiy ko'rinishi

```
selector-nomi {
  transform: skew(x-qiymat, y-qiymat);
}
```



## Element o'lchovini kattalashtirishga misol

```
<style>
  .box {
    width: 500px;
    height: 500px;
    background-color: red;
    transform: skew(20deg,30deg);
  }
</style>

-----
<div class="box">x o'qi bo'yicha 20 darajaga, y o'qi bo'yicha esa 30 darajaga og'dirish</div>
```



"Skew"ning yana **skewX()** va **skewY()** ko'rinishlari ham mavjud

## References:

<https://infinityisreallybig.com/2019/05/14/points-coordinates-skew-coordinates-and-graphs/>

<https://www.html5dog.com/references/css/properties/transform/>

<https://learn.adafruit.com/adafruit-gfx-graphics-library/coordinate-system-and-units>

<https://idg.net.ua/blog/uchebnik-css/ispolzovanie-css/transform/scale>

<https://www.sitepoint.com/how-to-use-2d-transformation-functions-in-css/>