



## 53. Animations (2-qism)

Reja:

### ▼ Animation direction



**Animation direction** - animatsiya oldinga (forwards), orqaga (backwards) yoki almashinib (alternate) qo'yilishini belgilab beradi

### Animation direction

Aa Qiymat	≡ Tavsifi	☑ Default
<u>normal</u>	Animatsiya oldinga qarab qo'yiladi	<input checked="" type="checkbox"/>
<u>reverse</u>	Animatsiya orqaga qarab qo'yiladi	<input type="checkbox"/>
<u>alternate</u>	Animatsiya birinchi oldinga keyin esa orqaga qarab qo'yiladi	<input type="checkbox"/>
<u>alternate-reverse</u>	Animatsiya birinchi orqaga keyin esa oldinga qarab qo'yiladi	<input type="checkbox"/>

<style>

```
@keyframes box-mover {
  0% {
    left: 0;
    background-color: red;
    width: 200px;
  }

  100% {
    left: 500px;
    background-color: green;
    width: 400px;
  }
}

.box {
  width: 200px;
  height: 200px;
  position: relative;
  background-color: red;
  color: white;
```

```

    animation-name: box-mover;
    animation-duration: 4s;
    animation-direction: reverse;
}

</style>

-----

<div class="box">Animatsiyaga ega bo'lgan quti</div>

```

## ▼ Animation timing function



**Animation timing function** - animatsiyamiz tezligi qanday egri chiziqqa ega bo'lishini belgilab beradi

### Animation timing function

| Aa Qiymat                    | Tavsifi   | <input checked="" type="checkbox"/> Default |
|------------------------------|---|---|
| <u>ease</u>                  | animatsiya sekin boshlanib, keyin tezlashib va yana sekinlik bilan tugaydi  | <input checked="" type="checkbox"/>         |
| <u>linear</u>                | animatsiya ko'rsatilgan vaqt davomida bir xil tezlikga ega bo'ladi  | <input type="checkbox"/>                    |
| <u>ease-in</u>               | animatsiya sekin boshlanadi   | <input type="checkbox"/>                    |
| <u>ease-out</u>              | animatsiya sekin tugaydi  | <input type="checkbox"/>                    |
| <u>ease-in-out</u>           | animatsiya sekin boshlanib va sekin tugaydi   | <input type="checkbox"/>                    |
| <u>cubic-bezier(x,y,z,k)</u> | cubiz-bezier funksiyasi orqali, ko'rsatilgan egri chiziq animatsiya ega bo'ladi. x, y, z, k o'rniga qiymat ko'rsatiladi | <input type="checkbox"/>                    |

```

<style>

@keyframes box-mover {
  0% {
    left: 0;
    background-color: red;
    width: 200px;
  }

  100% {
    left: 500px;
    background-color: green;
    width: 400px;
  }
}

```

```

}

.box {
  width: 200px;
  height: 200px;
  position: relative;
  background-color: red;
  color: white;
  animation-name: box-mover;
  animation-duration: 4s;
  animation-timing-function: ease-in-out;
}

</style>

-----

<div class="box">Animatsiyaga ega bo'lgan quti</div>

```

## ▼ Animation fill mode



**Animation fill mode** - animatsiya boshlanishidan oldin va tugagandan so'ng, elementimiz o'zining oldingi xossalariga ega bo'ladi lekin quyidagi xossa orqali, bu holatni o'zgartirish mumkin

### Animation fill mode

| Aa Qiymat        | ≡ Tavsifi  | <input checked="" type="checkbox"/> Default |
|------------------|--|---|
| <u>none</u>      | animatsiya tugagandan so'ng, elementning oldingi xossalariga ta'sir qilmaydi                               | <input checked="" type="checkbox"/>         |
| <u>forwards</u>  | element animatsiyaning oxirgi keyframe intervali tomonidan ko'rsatilgan xossalarga ega bo'ladi             | <input type="checkbox"/>                    |
| <u>backwards</u> | element animatsiyaning birinchi keyframe intervali tomonidan ko'rsatilgan xossalarga ega bo'ladi           | <input type="checkbox"/>                    |
| <u>both</u>      | element animatsiyaning birinchi va oxirgi keyframe intervali tomonidan ko'rsatilgan xossalarga ega bo'ladi | <input type="checkbox"/>                    |

```

<style>

@keyframes box-mover {
  0% {

```

```

    left: 0;
    background-color: red;
    width: 200px;
  }

  100% {
    left: 500px;
    background-color: green;
    width: 400px;
  }
}

.box {
  width: 200px;
  height: 200px;
  position: relative;
  background-color: blue;
  color: white;
  animation-name: box-mover;
  animation-duration: 4s;
  animation-fill-mode: both;
}

</style>

-----

<div class="box">Animatsiyaga ega bo'lgan quti</div>

```

## ▼ Animation play state



**Animation play state** - animatsiya qanday holatda ekanini belgilab beradi. Uning 2 qiymati mavjud: **running** (animatsiya davom etayotgan holat) va **paused** (animatsiya to'xtatib qo'yilgan holat)

```

<style>

@keyframes box-mover {
  0% {
    left: 0;
    background-color: red;
    width: 200px;
  }

  100% {
    left: 500px;
    background-color: green;
    width: 400px;
  }
}

```

```

.box {
  width: 200px;
  height: 200px;
  position: relative;
  background-color: red;
  color: white;
  animation-name: box-mover;
  animation-duration: 4s;
}

.box:hover {
  animation-play-state: paused;
}

</style>

-----

<div class="box">Animatsiyaga ega bo'lgan quti</div>

```

## ▼ Animation



**Animation** - animatsiyaga tegishli bo'lgan xossalar uchun qisqartma (shorthand)

## Umumiy ko'rinishi

```

animation: name duration timing-function delay iteration-count fill-mode direction play-state;

```

```

<style>

@keyframes box-mover {
  0% {
    left: 0;
    background-color: red;
    width: 200px;
  }

  100% {
    left: 500px;
    background-color: green;
    width: 400px;
  }
}

.box {
  width: 200px;

```

```
height: 200px;
position: relative;
background-color: red;
color: white;
/* animation-name: box-mover;
animation-duration: 4s;
animation-timing-function: linear;
animation-delay: 2s;
animation-iteration-count: 2;
animation-direction: alternate;
animation-fill-mode: backwards;
animation-play-state: running; */
animation: box-mover 4s linear 2s 2 backwards alternate running;
}

</style>

-----

<div class="box">Animatsiyaga ega bo'lgan quti</div>
```