```html
<!DOCTYPE html>
<html>
<head>
    <style>
        div {
            width: 100px;
            height: 100px;
            background: green;
            transition: linear 3s;
        }
        div:hover {
            background: red;
            width: 300px;
            height: 300px;
        }

        #rotar{
            transition: linear 3s;
        }
        #rotar:active{
            transform: rotate(20deg);
        }

        #mover{
            transition: linear 3s;
        }
        #mover:active{
            transform: translate(100px, 0px);
        }

        #escalar{
            transition: linear 3s;
        }
        #escalar:active{
            transform: scale(2, 3);
        }

        #skewX{
            transition: linear 3s;
        }
        #skewX:active{
            transform: skewX(20deg);
        }

        #skewY{
            transition: linear 3s;
        }
        #skewY:active{
            transform: skewX(20deg);
        }

        #skew{
```

```html
            transition: linear 3s;
        }
        #skew:active{
            transform: skew(20deg, 10deg);
        }

        #matrix{
            transition: linear 3s;
        }
        #matrix:active{
            transform: matrix(1, -0.3, 0, 1, 0, 0);
        }
    </style>
</head>
<body>
    <p>La idea es que la caja se haga mas grande cuando mantenemos el raton sobre ella</p>
    <div></div>

    <br>
    <button id="rotar" type="button">rotate</button>
    <br><br>
    <button id="mover" type="button">translate</button>
    <br><br>
    <button id="escalar" type="button">scale</button>
    <br><br>
    <button id="skewX" type="button">skewX</button>
    <br><br>
    <button id="skewY" type="button">skewY</button>
    <br><br>
    <button id="skew" type="button">skew</button>
    <br><br>
    <button id="matrix" type="button">matrix</button>


</body>
</html>
```