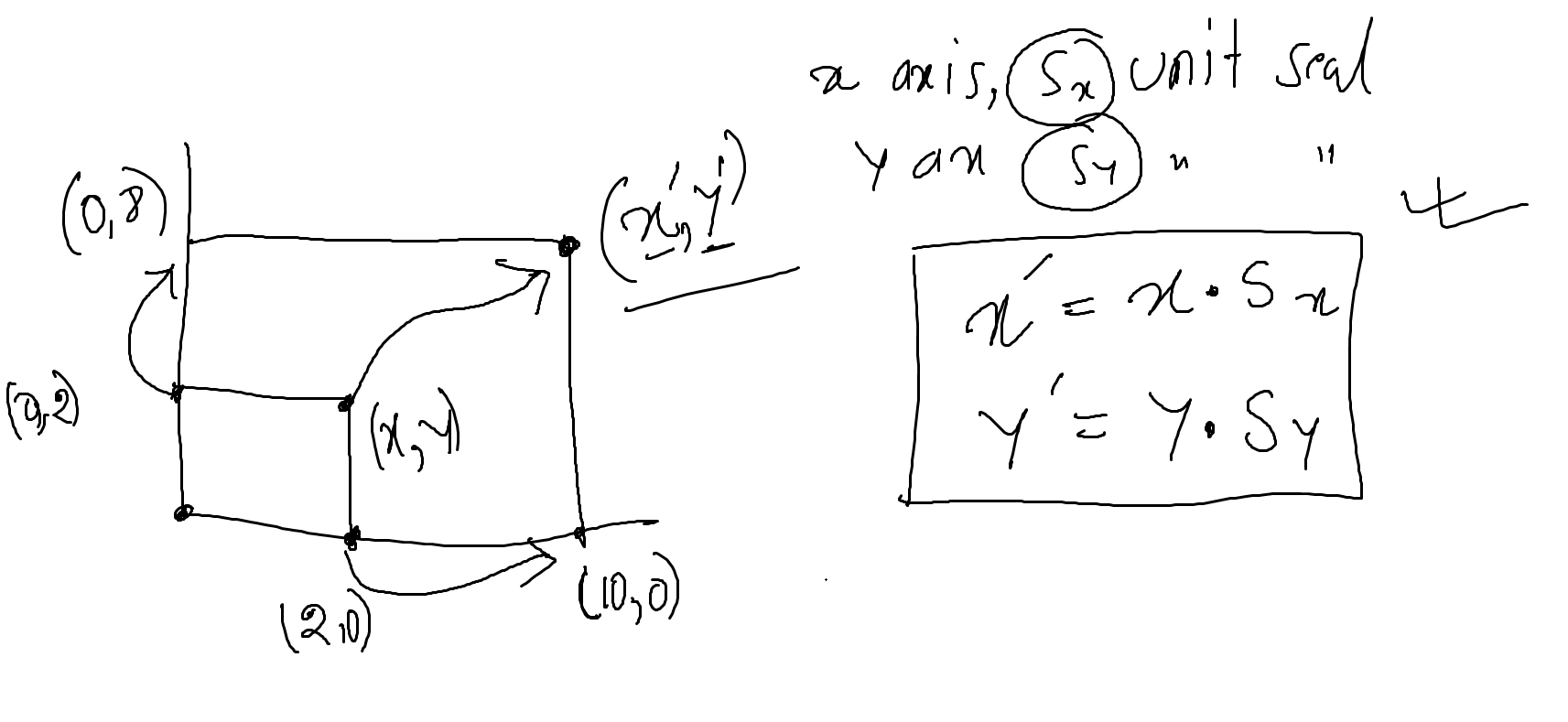
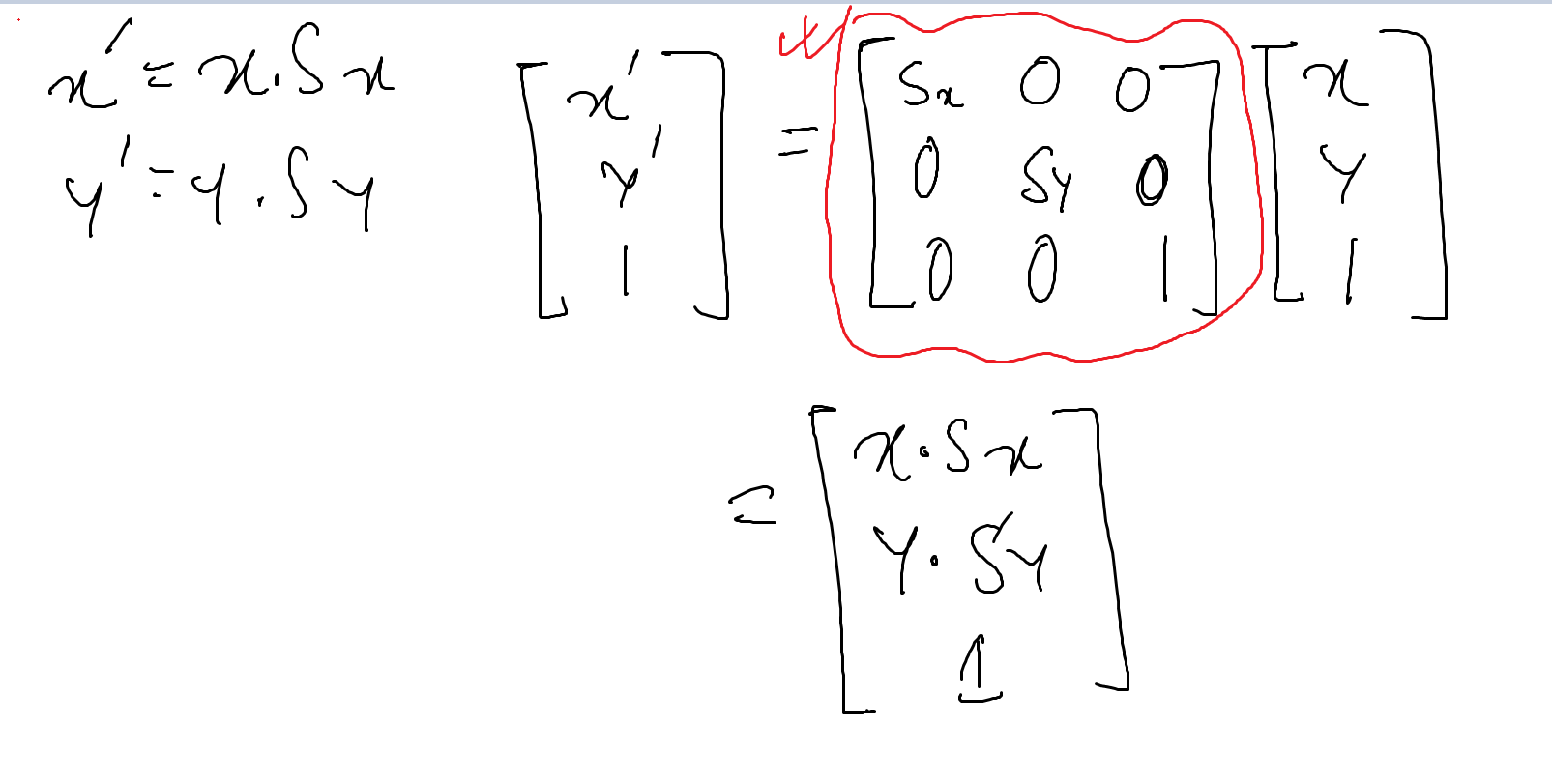
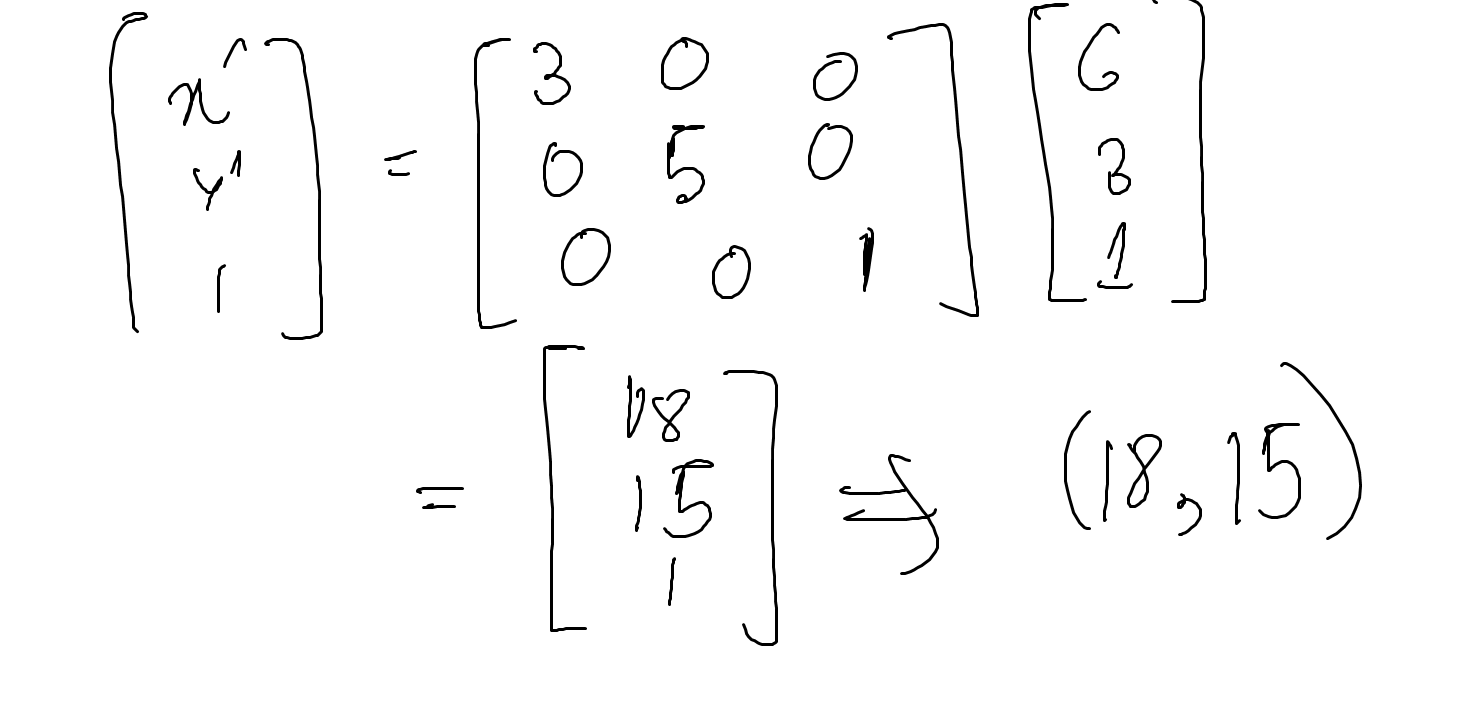
1. **Translation**
2. **Scaling**
3. **Rotation**
4. **Reflection**
5. **Shearing**

Scaling :

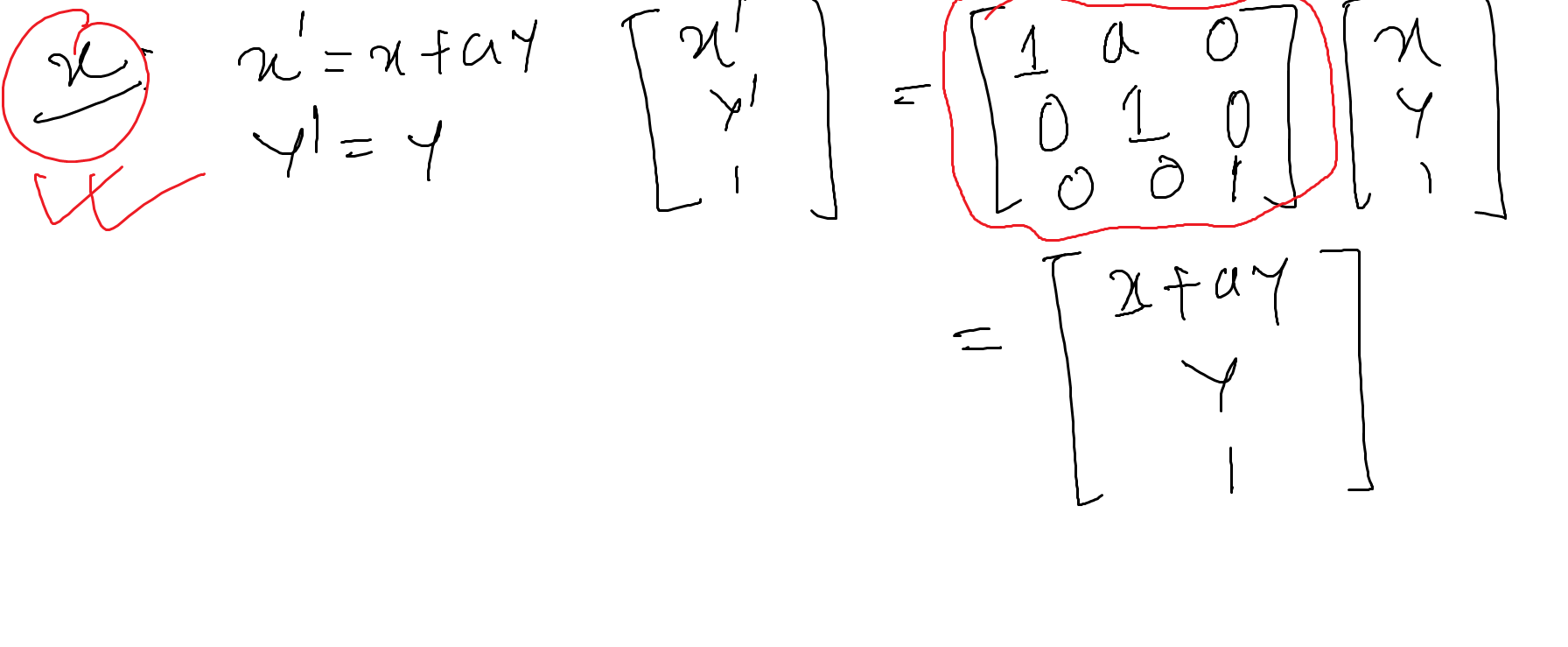


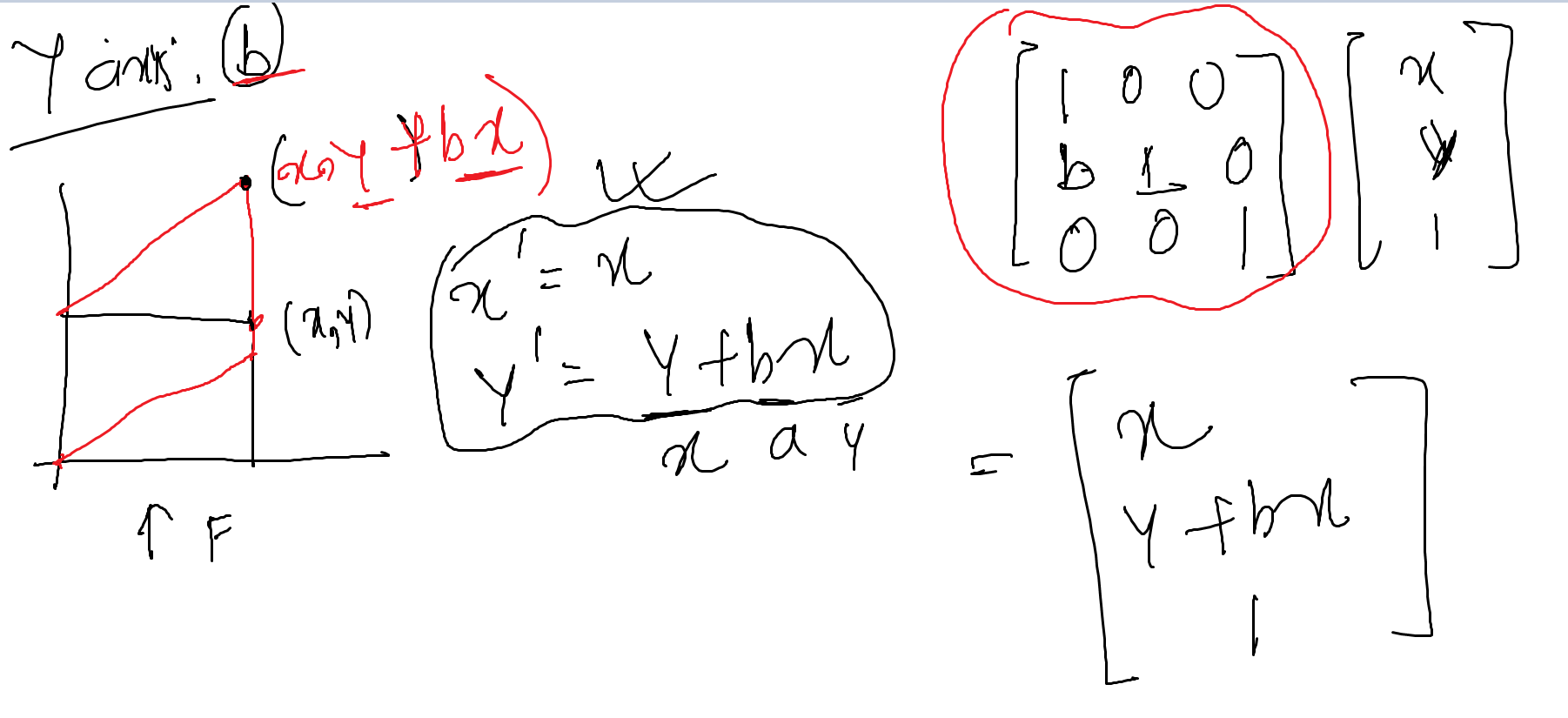


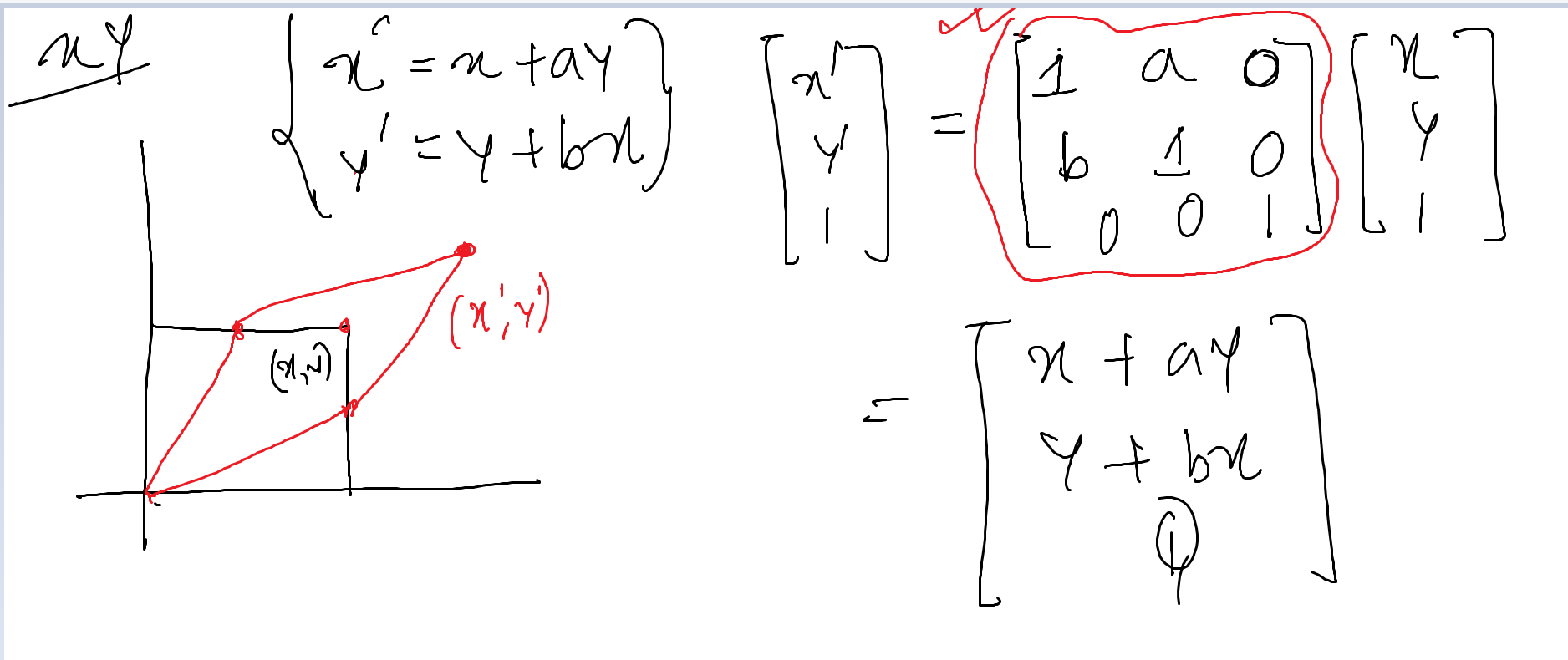
Let's assume a point with coordinates **(6,3)** from a rectangle has to be **scaled 3 units and 5 units in x and y axis** respectively. Calculate the new co-ordinate.



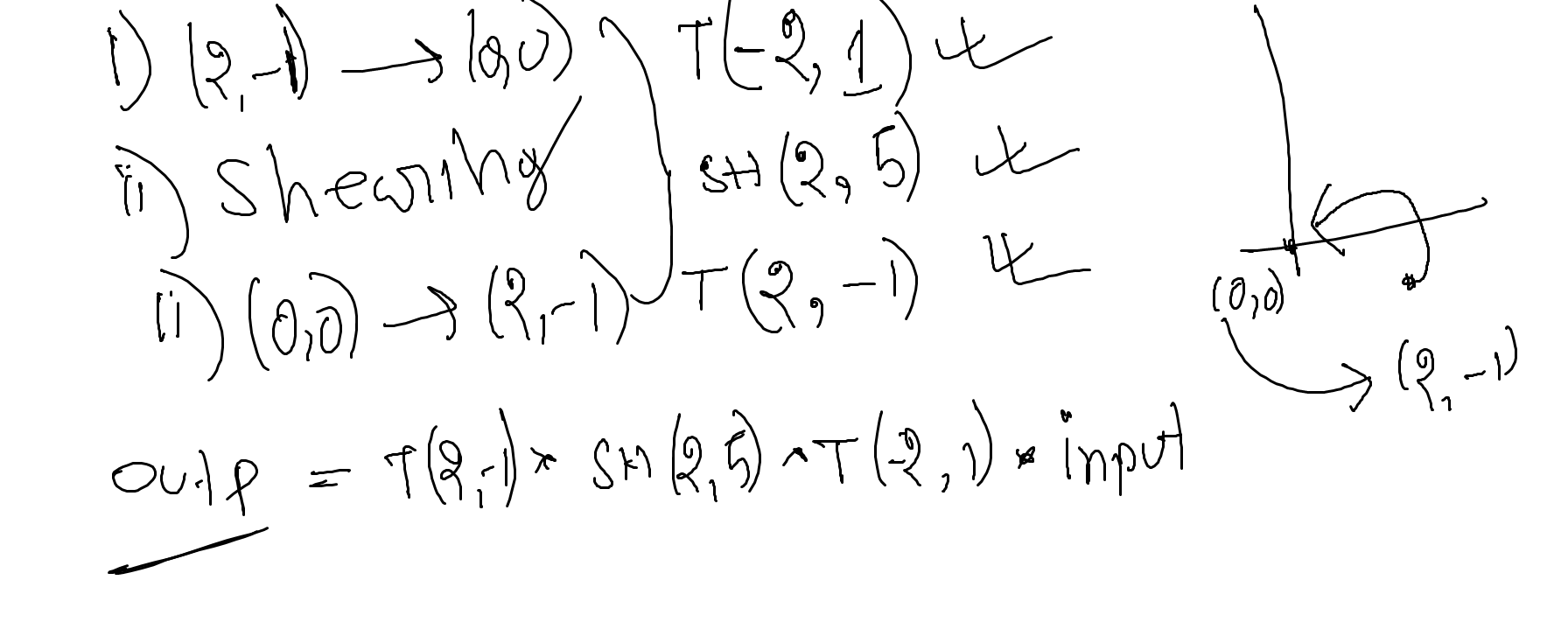
**Shearing :**

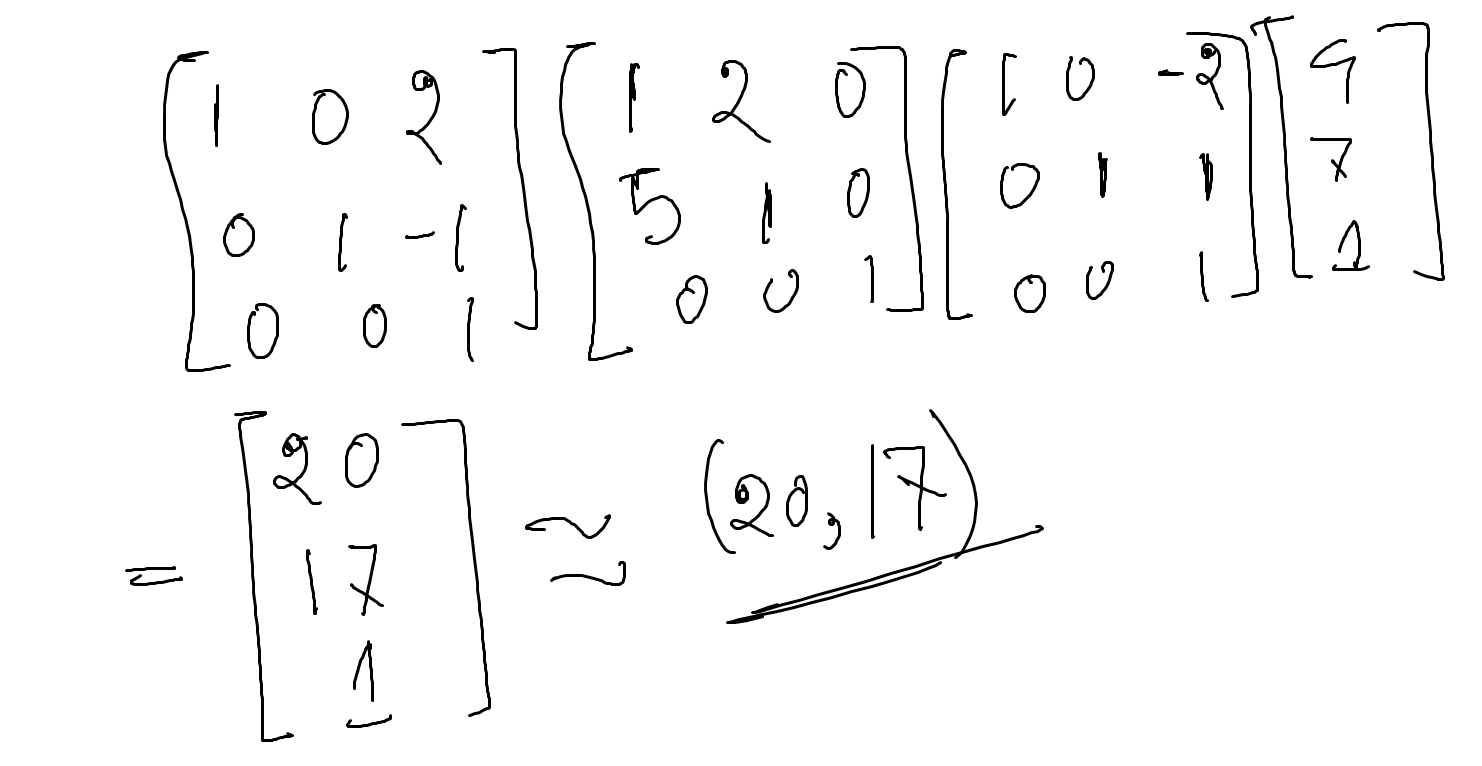




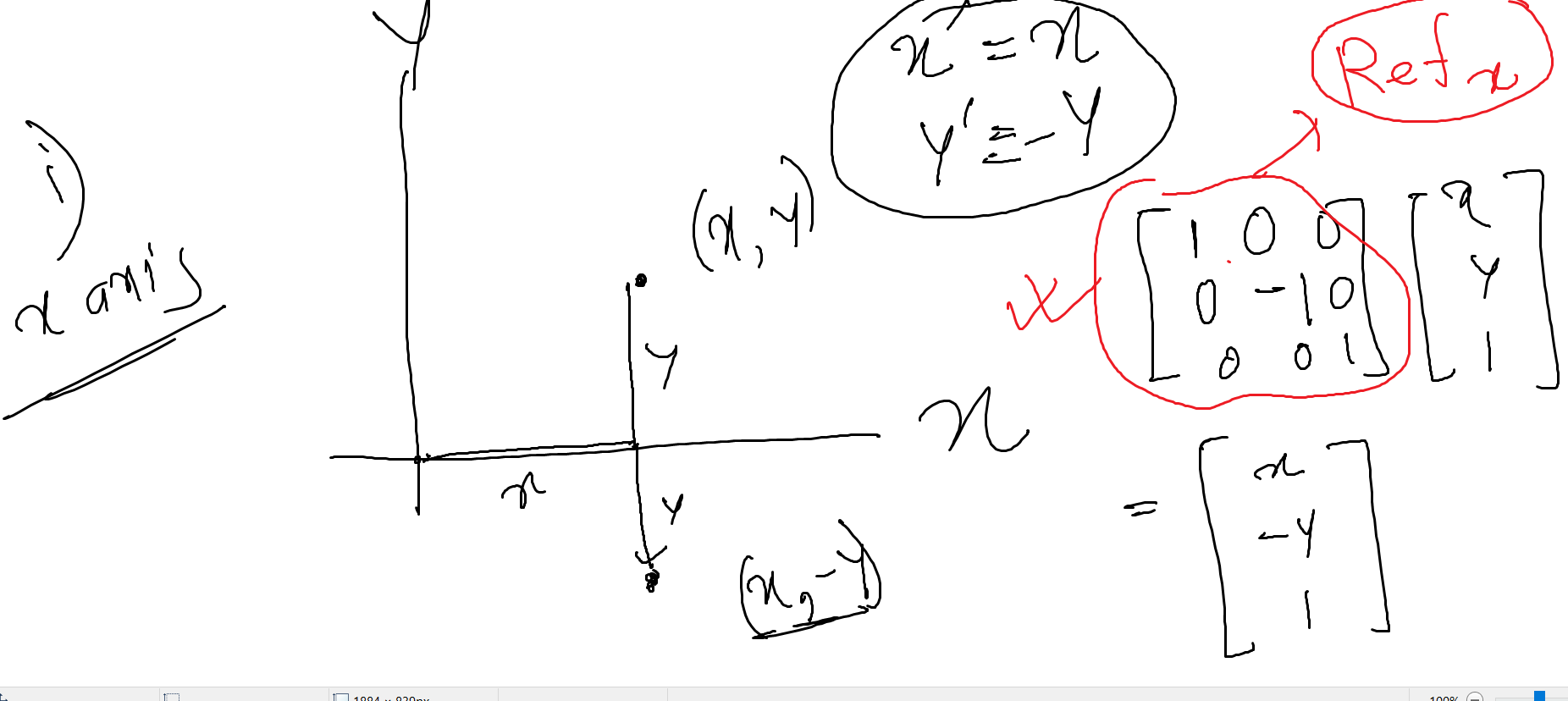


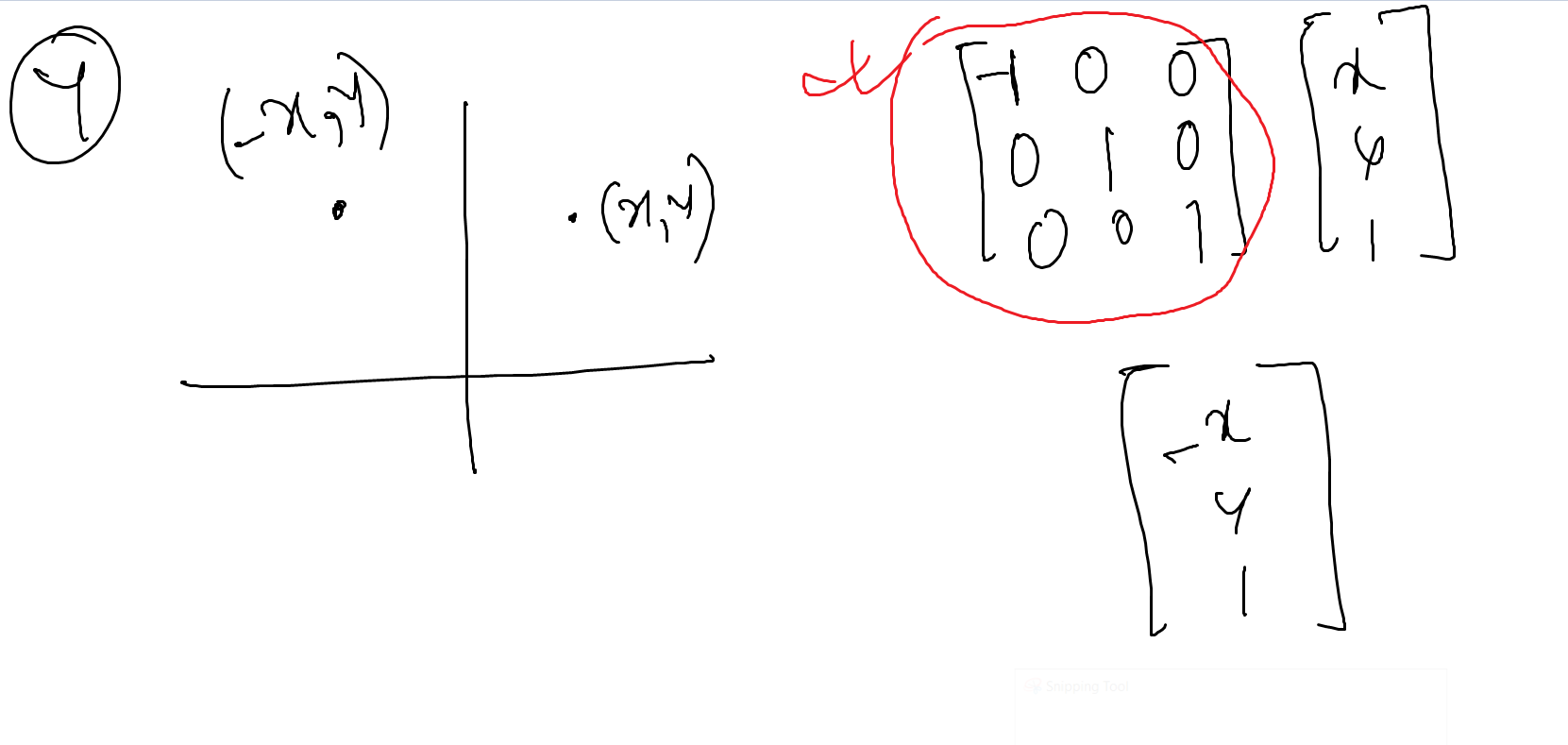
Shear the point (4,7), 2 units in x direction and 5 units in y direction **with respect to (2,-1)**

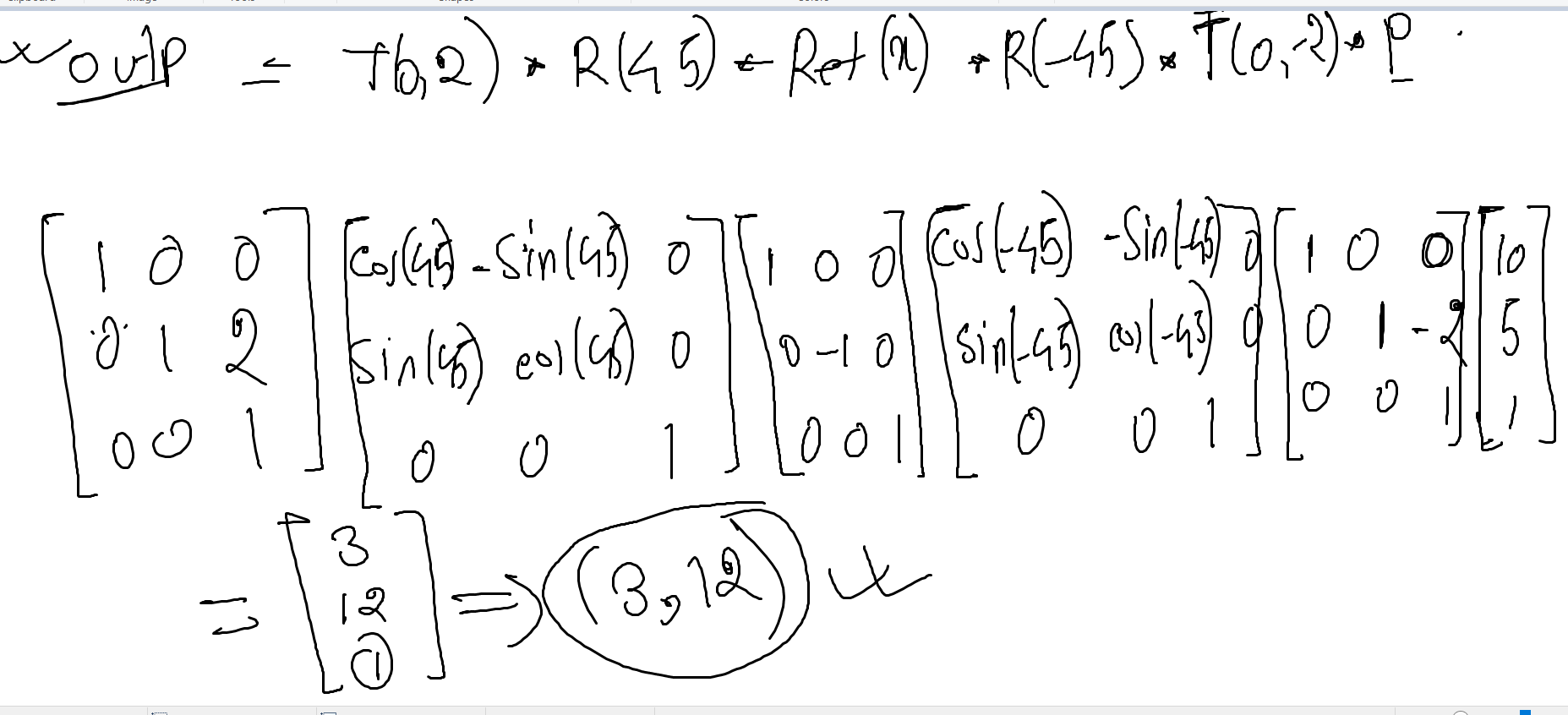
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**Reflection :**







Reflect point (10,5) to the line y = x+2

