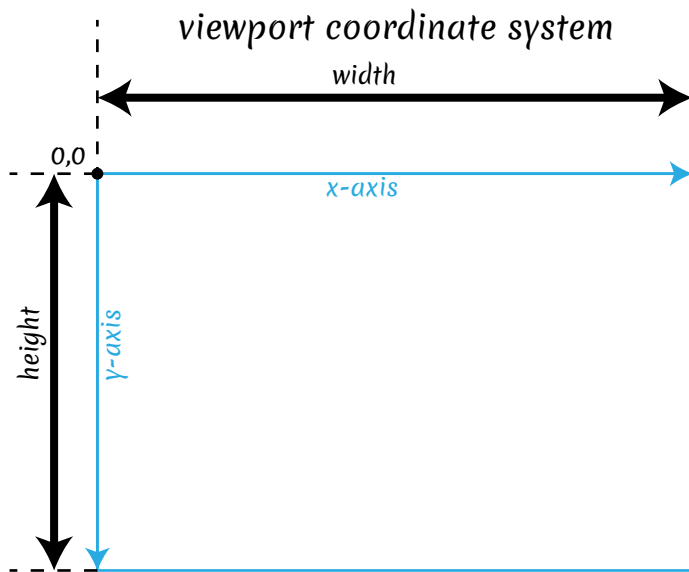
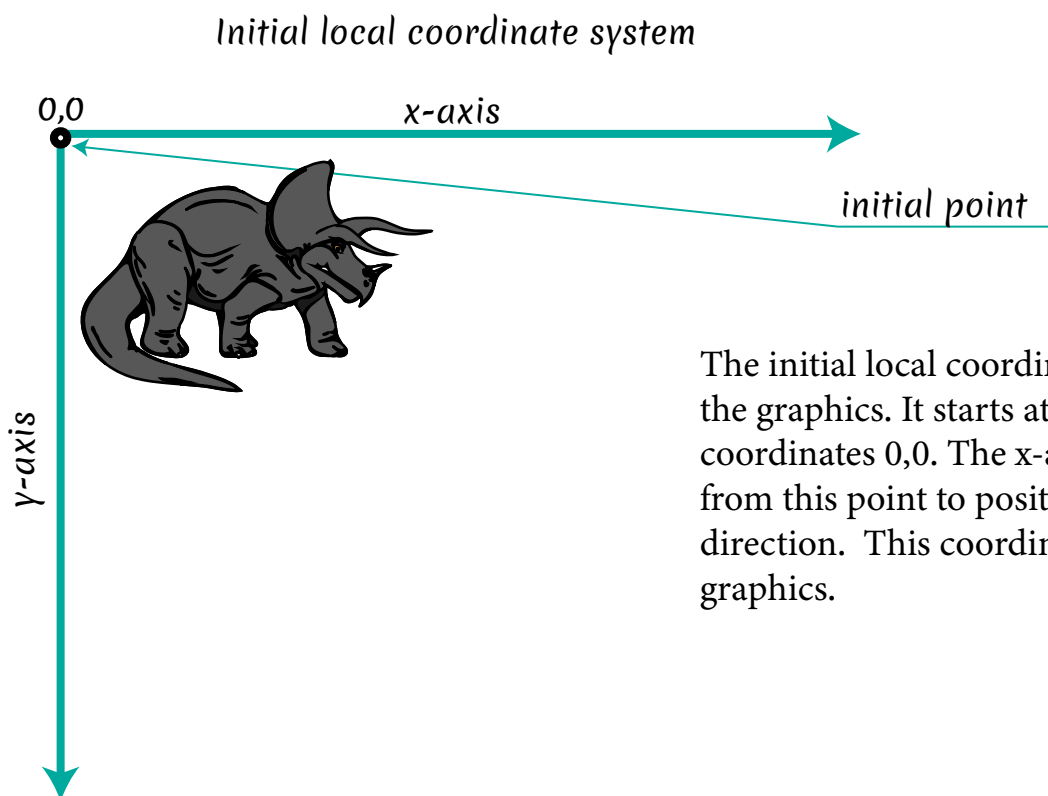


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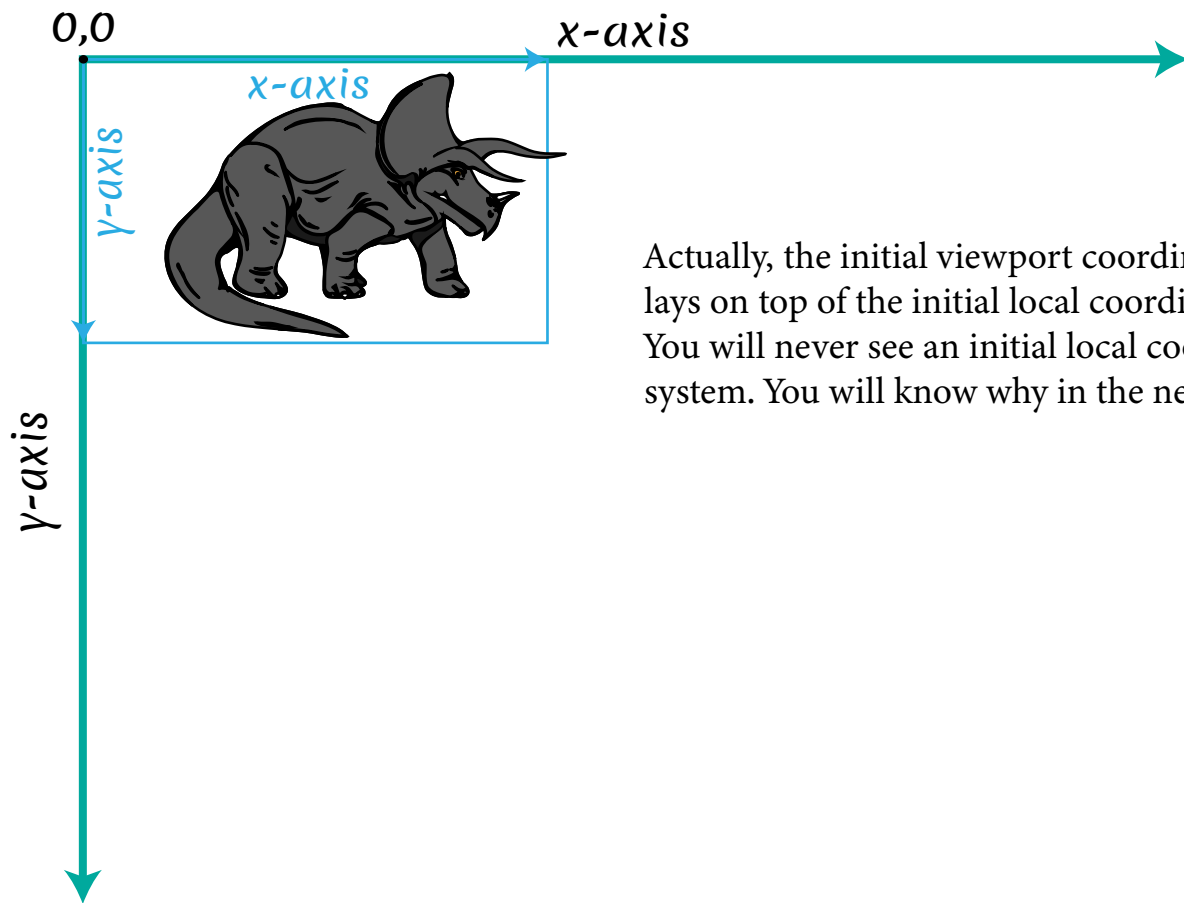
As you can see the initial viewport coordinate system has a width and height. The x-axis length and y-axis length are equal to width and height length. The viewport's height and width specified by the width and height geometry properties of the svg element.



The initial local coordinate system contains the graphics. It starts at the initial point with coordinates 0,0. The x-axis and y-axis move from this point to positive infinity in both direction. This coordinate system contains graphics.

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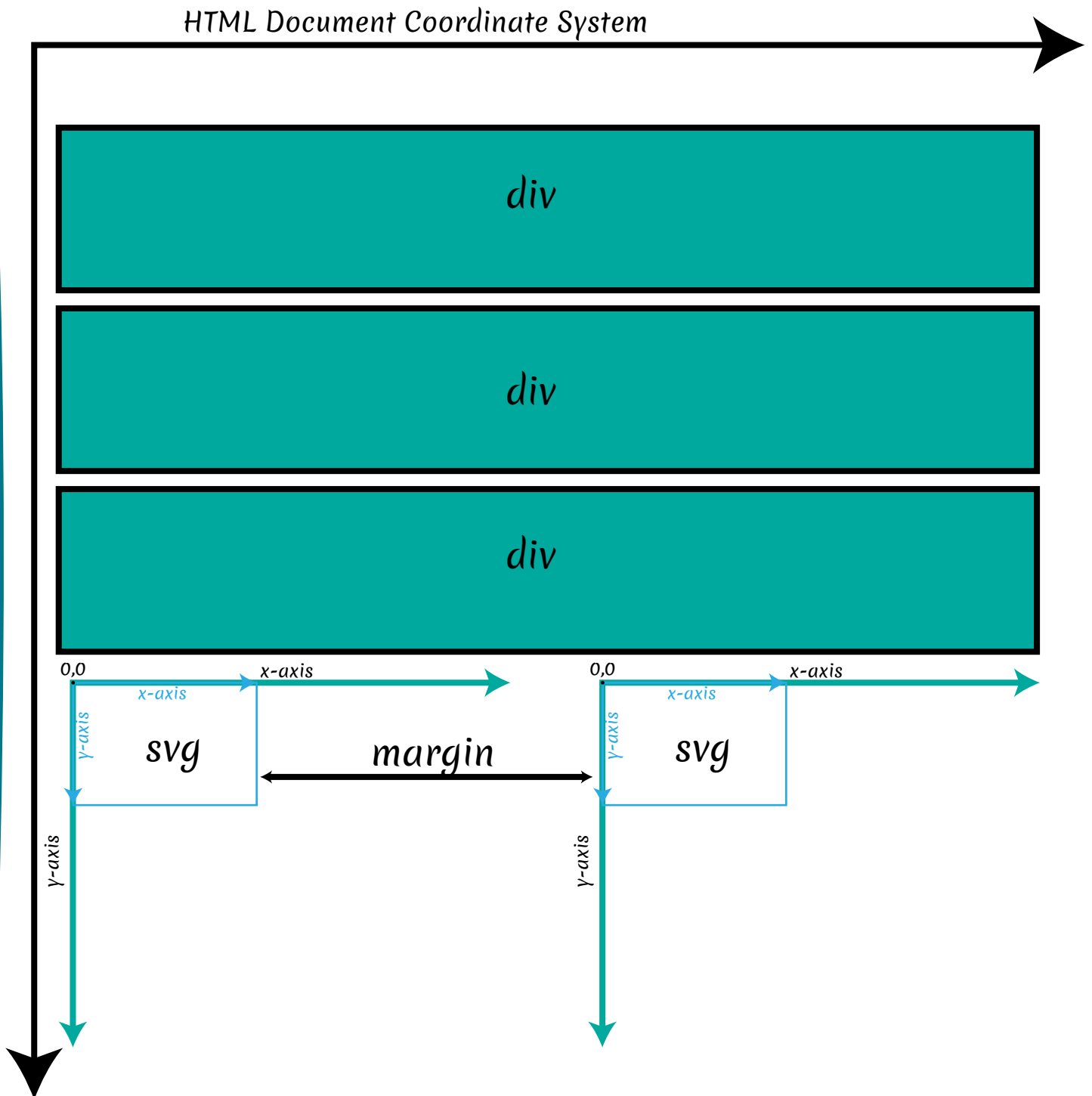
VIEWBOX



Actually, the initial viewport coordinate system lays on top of the initial local coordinate system. You will never see an initial local coordinate system. You will know why in the next lesson.

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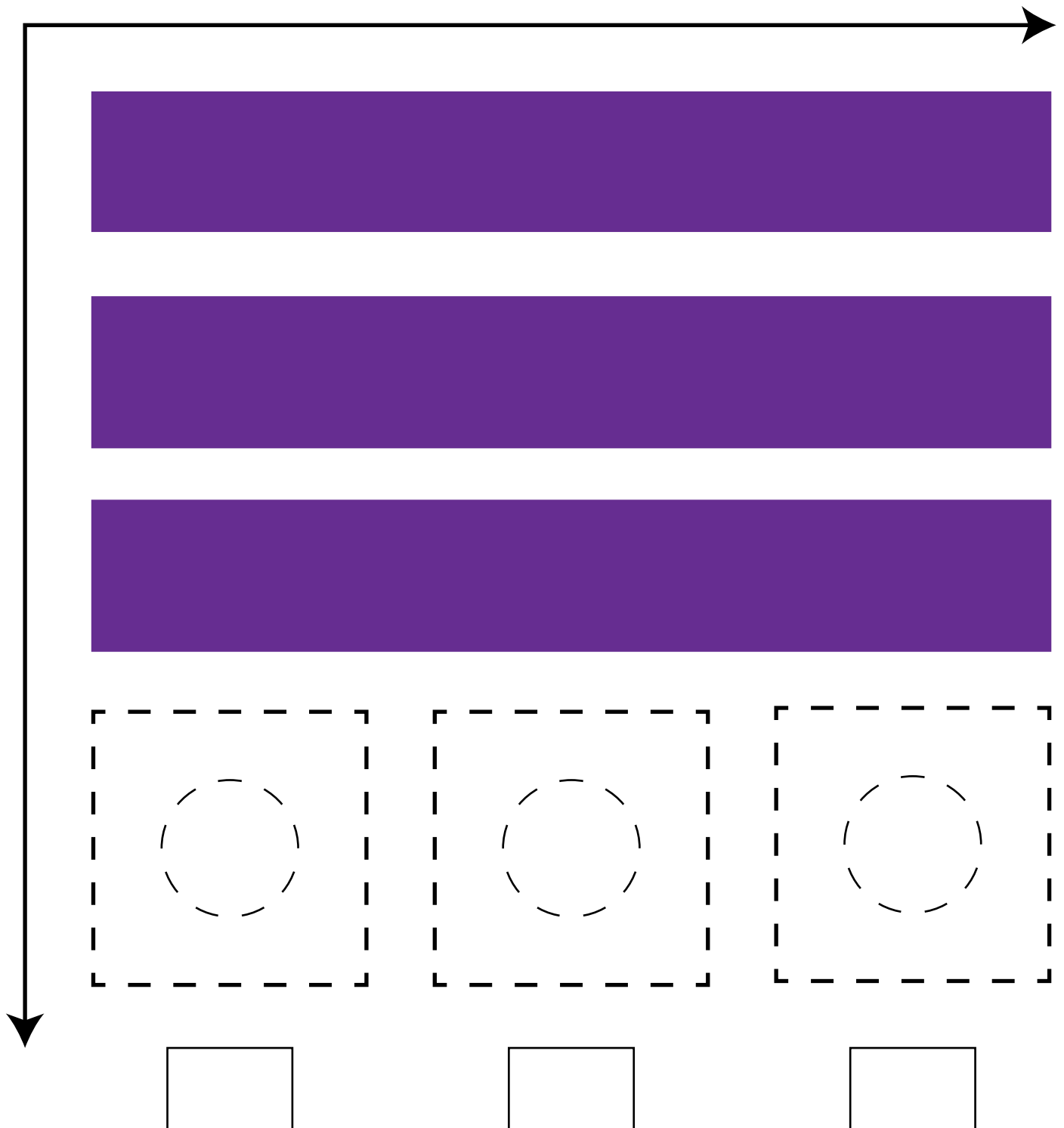


The initial points of both coordinate systems are on the left top of the svg element. If the svg element is inside the HTML document, you could use CSS properties such as margin, left, top, etcetera to position SVG element inside the HTML document. The user-agent parse outermost svg element the same way as it parse img element.

If svg elements are inside the outermost svg element then the position of the initial point for both coordinate systems are specified by the x and y geometry properties of the nested svg elements.

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In module one, you could see the HTML document. Inside the HTML document, you could see the div with the class "index__container", that contains three div elements with a class "one" and an SVG element with an id "outermost". Set the width and height geometry properties of the SVG element to "200". Remember that you can't set the geometry properties inside the CSS file, so you should specify it inside the SVG element insted. If

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you won't specify width and height geometry properties right, the default values for these properties will apply.

Note. When you set height and width inside SVG element they parse as geometry properties inside the SVG-namespace. When you set height and width properties in the CSS file they parse as CSS properties in the HTML-namespace.

Add a circle element inside the SVG element. The circle geometry properties `cx` and `cy` should be both equal to 100, and the radius should be equal to 50.

Inside the CSS file `module 1 S4L1 Homework [Exercise 1].css` add the CSS margin property that is equal to 50pixels. Draw the figure in the proper place and put the "1" in the text field. Then add the margin-left that is equal to 500 pixels in the very bottom of the declaration block. Draw the figure in the proper place and put the "2" in the text field. Then change the margin-left value to 250pixels. Draw the figure in the proper place and put the "3" in the text field.