**Pokèmon.html**

<!DOCTYPE html><html lang="en"><head>    <meta charset="UTF-8">    <meta name="viewport" content="width=device-width, initial-scale=1.0">    <title>Get Your Pokémon</title>    <style>        body {            font-family: Arial, sans-serif;            text-align: center;            background-color: #f5f5f5;            color: #333;        }        h1 {            color: #ff4500;            margin-top: 50px;            font-size: 36px;        }        button {            padding: 15px 30px;            font-size: 18px;            background-color: #ff6347;            color: white;            border: none;            border-radius: 5px;            cursor: pointer;            transition: background-color 0.3s ease;        }        button:hover {            background-color: #ff4500;        }        #loadingText {            display: none;            margin-top: 20px;            font-size: 20px;            color: #555;        }        img {            display: none;            margin-top: 20px;            width: 300px;            height: auto;            opacity: 0;            transition: opacity 1s ease-in-out;        }    </style></head><body>    <h1>Get Your Pokémon</h1>    <button onclick="showPokemon()">Get Your Pokémon</button>    <div id="loadingText">Finding your Pokémon...</div>    <img id="pokemonImage" src="[https://pbs.twimg.com/media/FlttQeHXEAA6pIU?format=jpg&name=small](https://pbs.twimg.com/media/FlttQeHXEAA6pIU?format=jpg&name=small#https://pbs.twimg.com/media/FlttQeHXEAA6pIU?format=jpg&name=small)" alt="Pokemon">    <script>        function showPokemon() {            // Show loading text            document.getElementById('loadingText').style.display = 'block';            // Hide image initially            const pokemonImage = document.getElementById('pokemonImage');            pokemonImage.style.display = 'none';            pokemonImage.style.opacity = '0';            // Wait for 3 seconds, then display the image            setTimeout(function() {                document.getElementById('loadingText').style.display = 'none';                pokemonImage.style.display = 'block';                setTimeout(function() {                    pokemonImage.style.opacity = '1'; // Smooth fade-in effect                }, 100);            }, 3000); // 3 seconds delay        }    </script></body></html>