<html>

<head>

   <title>Untuk ANISA </title>

   <style>\* {

*margin*: 0;

*padding*: 0;

   }

   body {

*background-color*: rgb(0, 0, 0);

   }

   h1 {

*margin-top*: 5%;

*font-family*: 'Segoe UI';

*font-size*: 60px;

*text-align*: center;

*color*: white;

   }

   </style>

</head>

<body>

    <h1>Selamat Ulang Tahun ANISA ALAWYAH</h2>

   <script>*var* rnd = Math.random, flr = Math.floor;

*let* canvas = document.createElement('canvas');

   document.getElementsByTagName('body')[0].appendChild(canvas);

   canvas.style.position = 'absolute';

   canvas.style.width = '100%';

   canvas.style.height = '100%';

   canvas.width = canvas.clientWidth;

   canvas.height = canvas.clientHeight;

*let* ctx = canvas.getContext('2d');

*function* rndNum(*num*) {

   return rnd() \* *num* + 1;

   }

*function* vector(*x*, *y*) {

   this.x = *x*;

   this.y = *y*;

   this.add = *function*(*vec2*) {

   this.x = this.x + *vec2*.x;

   this.y = this.y + *vec2*.y;

   }

   }

*function* particle(*pos*, *vel*) {

   this.pos = new vector(*pos*.x, *pos*.y);

   this.vel = *vel*;

   this.finish = false;

   this.start = 0;

   this.update = *function*(*time*) {

*let* timeSpan = *time* - this.start;

   if (timeSpan > 500) {

   this.finish = true;

   }

   if (!this.finish) {

   this.pos.add(this.vel);

   this.vel.y = this.vel.y + gravity;

   }

   };

   this.draw = *function*() {

   if (!this.finish) {

   drawDot(this.pos.x, this.pos.y, 1);

   }

   }

   }

*function* firework(*x*, *y*) {

   this.pos = new vector(*x*, *y*);

   this.vel = new vector(0, -rndNum(10) - 3);

   this.color = 'hsl(' + rndNum(360) + ', 100%, 50%)'

   this.size = 4;

   this.finish = false;

   this.start = 0;

*let* exParticles = [], exPLen = 100;

*let* rootShow = true;

   this.update = *function*(*time*) {

   if (this.finish) {

   return;

   }

   rootShow = this.vel.y < 0;

   if (rootShow) {

   this.pos.add(this.vel);

   this.vel.y = this.vel.y + gravity;

   } else {

   if (exParticles.length === 0) {

   flash = true;

   for (*let* i = 0; i < exPLen; i++) {

   exParticles.push(new particle(this.pos, new vector(-rndNum(10) + 5, -rndNum(10) + 5)));

   exParticles[exParticles.length - 1].start = *time*;

   }

   }

*let* countFinish = 0;

   for (*let* i = 0; i < exPLen; i++) {

*let* p = exParticles[i];

   p.update(*time*);

   if (p.finish) {

   countFinish++;

   }

   }

   if (countFinish === exPLen) {

   this.finish = true;

   }

   }

   }

   this.draw = *function*() {

   if (this.finish) {

   return;

   }

   ctx.fillStyle = this.color;

   if (rootShow) {

   drawDot(this.pos.x, this.pos.y, this.size);

   } else {

   for (*let* i = 0; i < exPLen; i++) {

*let* p = exParticles[i];

   p.draw();

   }

   }

   }

   }

*function* drawDot(*x*, *y*, *size*) {

   ctx.beginPath();

   ctx.arc(*x*, *y*, *size*, 0, Math.PI \* 2);

   ctx.fill();

   ctx.closePath();

   }

*var* fireworks = [],

   gravity = 0.2,

   snapTime = 0,

   flash = false;

*function* init() {

*let* numOfFireworks = 20;

   for (*let* i = 0; i < numOfFireworks; i++) {

   fireworks.push(new firework(rndNum(canvas.width), canvas.height));

   }

   }

*function* update(*time*) {

   for (*let* i = 0, len = fireworks.length; i < len; i++) {

*let* p = fireworks[i];

   p.update(*time*);

   }

   }

*function* draw(*time*) {

   update(*time*);

   ctx.fillStyle = 'rgba(0,0,0,0.3)';

   if (flash) {

   flash = false;

   }

   ctx.fillRect(0, 0, canvas.width, canvas.height);

   ctx.fillStyle = 'white';

   ctx.font = "30px Segoe UI";

*let* newTime = *time* - snapTime;

   snapTime = *time*;

   ctx.fillStyle = 'blue';

   for (*let* i = 0, len = fireworks.length; i < len; i++) {

*let* p = fireworks[i];

   if (p.finish) {

   fireworks[i] = new firework(rndNum(canvas.width), canvas.height);

   p = fireworks[i];

   p.start = *time*;

   }

   p.draw();

   }

   window.requestAnimationFrame(draw);

   }

   window.addEventListener('resize', *function*() {

   canvas.width = canvas.clientWidth;

   canvas.height = canvas.clientHeight;

   });

   init();

   draw();

   </script>

</body>

</html>

<html>

    <head>

        <body>

            <body bgcolor="black"><center><br>

            <font face="Abel" size="6px" color="grey"><b></b>

            <br><font size="3px">

            <font color="white">[ </font><marquee scrollamount="5" width="630" height="20" behavior="alternate">Selamat ulang tahun ANISA Semoga panjang umur, murah rejeki, dan sehat selalu. Jaga kesehatan,jangan bosan ngadapin aku ya</marquee><font color="white"> ]</font>

            <br><br><font size="3px" face="Ubuntu Condensed">

        </body>

    </font>