```
<!DOCTYPE html>
<html>
   <head>
       <meta charset="utf-8" />
       <meta name="viewport" content="width=device-width,</pre>
initial-scale=1" />
       <title>Pokémon AP</title>
       <link rel="icon" type="image/x-icon"</pre>
href="Pokeball.ico">
  </head>
   <style>
@font-face {
font-family: 'pokefont';
 src: url(Pokemon\ Solid.ttf);
padding: 0;
margin: 0;
box-sizing: border-box;
body {
background: linear-gradient(120deg, #830909, #410909);
background-size: 400% 400%;
animation: gradient 10s ease infinite;
@keyframes gradient {
     0% {
```

```
background-position: 0% 50%;
     50% {
       background-position: 100% 50%;
     100% {
      background-position: 0% 50%;
Button{
Display:block;
Margin: auto;
height:100px;
 width:300px;
 font-size: 45px;
 font-family: 'pokefont', sans-serif;
 color: #ff0000;
display: flex;
justify-content: center;
align-items: center;
 text-align: center;
 animation-name: fade;
 animation-duration: 2s;
animation-timing-function: ease-in-out;
 animation-iteration-count: infinite;
border-width: 0px;
text-shadow: 2px 0 #ffd900, -2px 0 #ffd900, 0 2px
#ffd900, 0 -2px #ffd900,
1px 1px #ffd900, -1px -1px #ffd900, 1px -1px #ffd900,
-1px 1px #ffd900;;
```

```
@keyframes fade {
0% {
  background-color: #5c0000;
50% {
  background-color: #470000;
100% {
  background-color: #2c0000;
h1 {
text-align: center;
font-size: 48px;
color: #ff0000;
font-family: 'pokefont', sans-serif;
text-shadow: 2px 0 #ffd900, -2px 0 #ffd900, 0 2px
#ffd900, 0 -2px #ffd900,
1px 1px #ffd900, -1px -1px #ffd900, 1px -1px #ffd900,
-1px 1px #ffd900;;
h2 {
text-align: center;
font-size: 40px;
color: #ff0000;
font-family: 'pokefont', sans-serif;
text-shadow: 2px 0 #ffd900, -2px 0 #ffd900, 0 2px
#ffd900, 0 -2px #ffd900,
```

```
1px 1px #ffd900, -1px -1px #ffd900, 1px -1px #ffd900,
-1px 1px #ffd900;;
h3{
text-align: center;
font-size: 20px;
color: #ff0000;
font-family: 'pokefont', sans-serif;
text-shadow: 2px 0 #ffd900, -2px 0 #ffd900, 0 2px
#ffd900, 0 -2px #ffd900,
1px 1px #ffd900, -1px -1px #ffd900, 1px -1px #ffd900,
-1px 1px #ffd900;;
.center {
display: block;
margin-left: auto;
margin-right: auto;
width: 25%;
select{
display:block;
margin: auto;
height:30px;
 width:75px;
font-size: 20px;
font-family: 'cursive';
color: #daa1a1;
display: flex;
justify-content: right;
```

```
align-items: right;
 text-align: center;
 animation-name: fade;
 animation-duration: 2s;
 animation-timing-function: ease-in-out;
 animation-iteration-count: infinite;
 border-width: 0px;
p {
 font-size: 10px;
 text-align: center;
  </style>
   <body>
      <select name="Select Region" id="Region">
        <option value="kanto">Kanto</option>
        <option value="johto">Johto</option>
        <option value="hoenn">Hoenn</option>
        <option value="sinnoh">Sinnoh</option>
        <option value="unova">Unova</option>
        <option value="kalos">Kalos
         <option value="alola">Alola</option>
         <option value="galar">Galar</option>
       </select>
       <h1>Pokémon to appreciate: </h1><br>
       <h2 id="pokemon">- pokémon here -</h2><br>
       <h3 id="id"> pokemon Id</h3>
       <img id="pokemon-image" src="" class="center">
       © 2023 Pokémon. © 1995-2023 Nintendo/Creatures
Inc./GAME FREAK inc.<br>
```

```
<button onclick="getPokemon()">Get
Pokémon</button>
      <script>
var dictionary =
{"kanto": 151,
"johto": 251,
"hoenn": 386,
"sinnoh": 493,
"unova": 649,
"kalos": 721,
"alola": 809,
"galar": 905}
function getPokemon(pokemonId) {
   randompokemon();
   function randompokemon() {
       var randomRange = dictionary[Region.value];
       pokemonId = Math.floor(Math.random() *
randomRange) + 1;
fetch(`https://pokeapi.co/api/v2/pokemon/${pokemonId}`)
       .then(response => response.json())
       .then(data => {
       const pokemonName = data.name;
       const pokemonImage = data.sprites.front default;
     document.querySelector('#pokemon').textContent =
 Pokemon: ${pokemonName};
     document.querySelector('#pokemon-image').src =
pokemonImage;
```

```
document.querySelector('#id').textContent = `Id:

${pokemonId}`;
    console.log(pokemonId);

})
.catch(error => console.error(error));
}

    </script>
    </body>
</html>
```