const canvas = document.createElement("canvas");

const ctx = canvas.getContext("2d");

document.body.appendChild(canvas);

canvas.style.position = "fixed";

canvas.style.top = "0";

canvas.style.left = "0";

canvas.style.width = "100vw";

canvas.style.height = "100vh";

canvas.style.zIndex = "-1";

canvas.width = window.innerWidth;

canvas.height = window.innerHeight;

const columns = Math.floor(canvas.width / 20);

const drops = Array(columns).fill(1);

const fontSize = 20;

const matrixChars = "ABCDEFGHIJKLMNOPQRSTUVWXYZ1234567890".split("");

function draw() {

ctx.fillStyle = "rgba(0, 0, 0, 0.1)";

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

ctx.fillStyle = "#0F0";

ctx.font = `${fontSize}px monospace`;

for (let i = 0; i < drops.length; i++) {

const text = matrixChars[Math.floor(Math.random() \* matrixChars.length)];

ctx.fillText(text, i \* fontSize, drops[i] \* fontSize);

if (drops[i] \* fontSize > canvas.height && Math.random() > 0.975) {

drops[i] = 0;

}

drops[i]++;

}

requestAnimationFrame(draw);

}

draw();

window.addEventListener("resize", () => {

canvas.width = window.innerWidth;

canvas.height = window.innerHeight;

});