

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<title>Valentine
```



```
</title>
<meta name="viewport"
content="width=device-width, initial-
scale=1.0">
<style>
body {
margin: 0;
height: 100vh;
background: linear-gradient(135deg,
#ff9a9e, #fad0c4);
display: flex;
justify-content: center;
align-items: center;
font-family: Arial, sans-serif;
```

```
overflow: hidden;
}
.card {
background: white;
padding: 30px;
border-radius: 20px;
text-align: center;
box-shadow: 0 10px 30px rgba(0,0,0,0.2);
width: 90%;
max-width: 350px;
position: relative;
}
h1 {
color: #ff4d6d;
margin-bottom: 25px;
}
button {
padding: 12px 25px;
font-size: 16px;
border: none;
border-radius: 25px;
```

```
cursor: pointer;
}
.yes {
background: #ff4d6d;
color: white;
}
.no {
background: #ddd;
position: absolute;
left: 20px;
top: 120px;
}
```

```
</style>
```

```
</head>
```

```
<body>
```

```
<div class="card">
```

```
<h1>
```



yourname, will you be my  
Valentine?



</h1>

<button class="yes"  
onclick="yesClick()">Yes



</button>

<button class="no"  
id="noBtn">No



</button>

</div>

<script>

const noBtn =

document.getElementById("noBtn");

const card =

document.querySelector(".card");

function randomMove() {

const maxX = card.clientWidth -  
noBtn.offsetWidth;

const maxY = card.clientHeight -

```
noBtn.offsetHeight;
const x = Math.random() * maxX;
const y = Math.random() * maxY;
noBtn.style.left = x + "px";
noBtn.style.top = y + "px";
}
// No button keeps moving
setInterval(randomMove, 700);
function yesClick() {
document.body.innerHTML = `
<div style="
display:flex;
flex-direction:column;
justify-content:center;
align-items:center;
height:100vh;
background:#ff9a9e;
color:white;
text-align:center;
padding:20px;
">
```

<h1>



Yayyy yourname! I knew  
it



</h1>



```
</div>`;
```

```
}
```

```
</script>
```

```
</body>
```

```
</html>
```