

```
<!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>
```