

```
<!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>
```