

```
<!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>
```