

```
<!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>💖 Yayy yourname! I knew it 😊💖</h1>

  
</div>`;  
  
}  
  
</script>  
  
</body>  
</html>
```