HTML code :

```html
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Cherry Blossom </title>
  <link rel="stylesheet" href="cheeery.css">
</head>
<body>
    <div id="container">
        <div id="caption">My mind when I talk to you</div>
        <canvas id="canvas"></canvas>
      </div>

  <script src="cheeery.js"></script>
</body>
</html>
```

CSS :

```css
body, html {
    margin: 0;
    padding: 0;
    height: 100%;
  }

  #container {
    position: relative;
    width: 100%;
    height: 100%;
    overflow: hidden;
  }

  #caption {
    position: absolute;
    bottom: 20px;
    left: 50%;
    transform: translateX(-50%);
    font-size: 24px;
    color: white;
  }

  #canvas {
    position: absolute;
    top: 0;
```

```
    left: 0;
    width: 100%;
    height: 100%;
  }
```

JS :

```js
const canvas = document.getElementById('canvas');
const ctx = canvas.getContext('2d');
canvas.width = window.innerWidth;
canvas.height = window.innerHeight;


const numBlossoms = 50;
const blossoms = [];


for (let i = 0; i < numBlossoms; i++) {
  blossoms.push({
    x: Math.random() * canvas.width,
    y: Math.random() * canvas.height,
    size: Math.random() * 20 + 10,
    speed: Math.random() * 4 + 1,
  });
}


function animate() {
  ctx.clearRect(0, 0, canvas.width, canvas.height);

  blossoms.forEach(blossom => {

    ctx.fillStyle = '#FFC0CB';
    ctx.beginPath();
    ctx.arc(blossom.x, blossom.y, blossom.size, 0, Math.PI * 2);
    ctx.fill();


    blossom.y += blossom.speed;


    if (blossom.y > canvas.height + blossom.size) {
      blossom.y = -blossom.size;
      blossom.x = Math.random() * canvas.width;
    }
  });
```

```
  requestAnimationFrame(animate);
}


animate();
```