<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Happy Birthday</title>

<style>

body, html {

margin: 0;

padding: 0;

width: 100%;

height: 100%;

overflow: hidden;

display: flex;

justify-content: center;

align-items: center;

background-color: #000;

color: #fff;

font-family: Arial, sans-serif;

text-align: center;

}

.message {

font-size: 3em;

z-index: 10;

position: absolute;

}

canvas {

position: absolute;

top: 0;

left: 0;

z-index: 1;

}

</style>

</head>

<body>

<div class="message">🎉 Happy Birthday! 🎂</div>

<canvas id="fireworks"></canvas>

<script>

const canvas = document.getElementById("fireworks");

const ctx = canvas.getContext("2d");

canvas.width = window.innerWidth;

canvas.height = window.innerHeight;

const particles = [];

function createParticle(x, y, color) {

const angle = Math.random() \* 2 \* Math.PI;

const speed = Math.random() \* 5 + 2;

return {

x,

y,

color,

dx: Math.cos(angle) \* speed,

dy: Math.sin(angle) \* speed,

life: Math.random() \* 50 + 50

};

}

function explode(x, y, color) {

for (let i = 0; i < 50; i++) {

particles.push(createParticle(x, y, color));

}

}

function animateParticles() {

ctx.clearRect(0, 0, canvas.width, canvas.height);

for (let i = particles.length - 1; i >= 0; i--) {

const p = particles[i];

p.x += p.dx;

p.y += p.dy;

p.life--;

ctx.fillStyle = p.color;

ctx.beginPath();

ctx.arc(p.x, p.y, 2, 0, Math.PI \* 2);

ctx.fill();

if (p.life <= 0) {

particles.splice(i, 1);

}

}

requestAnimationFrame(animateParticles);

}

setInterval(() => {

const x = Math.random() \* canvas.width;

const y = Math.random() \* canvas.height / 2;

const colors = ["#ff0000", "#00ff00", "#0000ff", "#ffff00", "#ff00ff"];

const color = colors[Math.floor(Math.random() \* colors.length)];

explode(x, y, color);

}, 800);

animateParticles();

</script>

</body>

</html>