

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Happy Birthday Vaidah</title>
  <style>
    body {
      background-color: #282c34;
      color: white;
      font-family: 'Arial', sans-serif;
      text-align: center;
      margin: 0;
      padding: 0;
    }
    h1 {
      color: #ff1493;
      font-size: 3rem;
      margin-top: 50px;
    }
    p {
      font-size: 1.2rem;
      margin: 20px;
    }
    #fireworks {
      position: fixed;
      top: 0;
      left: 0;
      width: 100%;
      height: 100%;
      pointer-events: none;
    }
    audio {
      display: none;
    }
  </style>
</head>
<body>
  <h1>Happy Birthday Vaidah!</h1>
  <p>
    Wishing you a day filled with love, laughter, and all the happiness your heart can hold.
    May this year bring you even more joy, as you are truly a blessing to everyone around you.
    Enjoy every moment of your special day. With all my love, Happy Birthday, my dear!
  </p>

  <!-- Audio for music -->
  <audio autoplay loop>
    <source src="song.mp3" type="audio/mpeg">
```

Your browser does not support the audio element.
</audio>

<!-- Fireworks Canvas -->
<canvas id="fireworks"></canvas>

```
<script>
  // Fireworks effect using JavaScript
  var canvas = document.getElementById('fireworks');
  var ctx = canvas.getContext('2d');
  canvas.width = window.innerWidth;
  canvas.height = window.innerHeight;

  // Function to create fireworks
  function Firework(x, y) {
    this.x = x;
    this.y = y;
    this.radius = Math.random() * 3 + 2;
    this.alpha = 1;
    this.color = 'hsl(' + Math.random() * 360 + ', 100%, 50%)';
    this.speed = Math.random() * 2 + 1;
    this.direction = Math.random() * Math.PI * 2;
  }

  Firework.prototype.update = function() {
    this.x += Math.cos(this.direction) * this.speed;
    this.y += Math.sin(this.direction) * this.speed;
    this.alpha -= 0.01;
    ctx.beginPath();
    ctx.arc(this.x, this.y, this.radius, 0, Math.PI * 2);
    ctx.fillStyle = this.color;
    ctx.fill();
  };

  var fireworks = [];
  function createFirework(e) {
    var firework = new Firework(e.clientX, e.clientY);
    fireworks.push(firework);
  }

  window.addEventListener('click', createFirework);

  function animate() {
    ctx.clearRect(0, 0, canvas.width, canvas.height);
    fireworks.forEach(function(firework, index) {
      firework.update();
      if (firework.alpha <= 0) {
        fireworks.splice(index, 1);
      }
    });
  }
</script>
```

```
        }  
    });  
    requestAnimationFrame(animate);  
}  
  
    animate();  
</script>  
</body>  
</html>
```