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<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<title> Good morning</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> Fatima , will u be mine?? </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:#fff9a9e; color:white; text-align:center; padding:20px;">
      <h1> Yayyy Fatima! I knew it </h1>
      
    </div>;
}
</script>
</body>
</html>
```