```
import java.awt.Dimension;
import java.awt.Graphics;
import java.util.Random;
import java.awt.Color;
import javax.swing.JPanel;
import javax.swing.JFrame;


public class Stars extends JPanel {

	// Unique version ID for this class to ensure saved objects can be
loaded safely
	private static final long serialVersionUID = 1L;

	// Initial width of height of the window
	private static int width = 1000;
	private static int height = 650;

	// main method to launch the program as a standalone application -
no need to modify
	public static void main(String[] args) {
		Stars panel = new Stars();
		panel.setPreferredSize(new Dimension(width, height)); //
content size window dimensions

		JFrame frame = new JFrame("Stars"); // Title of frame
		frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
		frame.add(panel);
		frame.pack();
		frame.setVisible(true);
	}

	/**
	 * Draws 10 stars (or more) of random sizes in random locations.
The stars do not have to be fully contained within the panel.
	 * @param g the Graphics object used for drawing shapes, text, and
images
	 */
	public void drawStars(Graphics g) {


		for(int p=0; p<10;p++) {
		Random centerxyay= new Random();
		Random centeryyay= new Random();
		Random Radius1yay= new Random();
		Random Radius2yay= new Random();


		Random max= new Random();
		int t= max.nextInt(30,200);
		int[] x= new int[13];
		int[] y= new int[13];
		int i=0;
		int d=1;
```

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            int points= 5;
            int centerx= centerxyay.nextInt(0,1000);
            int centery= centeryyay.nextInt(0,650);
            double angle=0;
            double angle2= Math.toRadians(360/(points*2));
            int r= Radius1yay.nextInt(0,t);
            int r2= Radius2yay.nextInt(t,400);


            while(i<12 && d<12) {

                  x[i]=(int) (centerx-r*Math.sin(angle));
                  y[i]= (int)(centery+r*Math.cos(angle));

                  i=i+2;
                  x[d]=(int)(centerx-r2*Math.sin(angle2));
                  y[d]=(int)(centery+r2*Math.cos(angle2));
                  angle+=Math.toRadians(360/points);
                  angle2+=Math.toRadians(360/points);

                  d=d+2;


            }
            int c=1;

            while(c<11) {
                  Random red1= new Random();
                  Random green1= new Random();
                  Random blue1= new Random();
                  int red=red1.nextInt(0, 256);
                  int green=green1.nextInt(0, 256);
                  int blue=blue1.nextInt(0, 256);
                  Color colorC=new Color(red,green,blue);
                  g.setColor(colorC);
                  g.drawLine(x[c],y[c], x[c+1], y[c+1]);
                  c++;

            }
            }
      }


      private Color Color(int i, int j, int k) {
            // TODO Auto-generated method stub
            return null;
      }

      /**
       * Overrides JPanel's paintComponent method to perform custom
drawing.
       * @param g the Graphics object used for drawing shapes, text, and
images
       */
```

```
	@Override
	protected void paintComponent(Graphics g) {
		super.paintComponent(g); // Clears the panel before drawing
		drawStars(g);
	}

}
```