```java
import java.awt.Graphics;
import java.util.Random;
import java.applet.Applet;

public class Stars extends Applet {

    public void paint(Graphics g) {
        Random random = new Random();
        for (int i = 0; i < 10; i++) {
            double angle = random.nextInt(72) + 72;
            double innerradius = 5 * random.nextInt(7);
            double outerradius = innerradius * 2.618033989;
            int startx = random.nextInt(1000) + 100;
            int starty = random.nextInt(600) + 100;
            angle *= Math.PI / 180.0;
            int innerx[] = new int[10];
            int innery[] = new int[10];

            for (int count = 0; count < 10; count += 2) {
                innerx[count] = (int)(innerradius *
Math.cos(angle + 0.628319 * count) + startx);
                innery[count] = (int)(innerradius *
Math.sin(angle + 0.628319 * count) + starty);
                innerx[count + 1] = (int)(outerradius *
Math.cos(angle + 0.628319 * (count + 1)) + startx);
                innery[count + 1] = (int)(outerradius *
Math.sin(angle + 0.628319 * (count + 1)) + starty);
            }
            int pointnum = 10;

            g.fillPolygon(innerx, innery, pointnum);
        }
    }
}
```