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import java.awt.Graphics;

import java.util.Random;

import java.applet.Applet;

import java.util.Arrays;

public class Stars extends Applet {

public void paint(Graphics g) {
    setSize(1000, 650);
    Random randy = new Random();

    int[] Xvals = new int[10];
    int[] Yvals = new int[10];

    for (int i = 0; i <= 10; i++) {
        int x1 = randy.nextInt(900);
        int y1 = randy.nextInt(600);
        int bRad = randy.nextInt(125) + 75;
        int sRad = 2 * bRad / 5;

        int n = 0;
        for(int j = 0; j <= 9; j = j+2) {
            Xvals[j] = (int) (bRad * Math.cos(Math.toRadians(18 + 72 * n)) + x1);
            Yvals[j] = (int) (bRad * Math.sin(Math.toRadians(18 + 72 * n)) + y1);
            n++;
        }

        int m = 0;
        for(int k = 1; k <= 9; k = k+2) {
            Xvals[k] = (int) (sRad * Math.cos(Math.toRadians(54 + 72 * m)) + x1);
            Yvals[k] = (int) (sRad * Math.sin(Math.toRadians(54 + 72 * m)) + y1);
            m++;
        }
    }
}
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g.fillPolygon(Xvals, Yvals, 10);
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}
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}
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}
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