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import java.applet.*;
import java.util.Random;
import java.awt.Graphics;
import java.awt.Color;

public class Stars extends Applet{

    public void paint(Graphics star) {
        int nPoints = 10;

        for (int windex = 0; windex <=10; windex+
+) {
            Random randy = new Random();
            int midpointX = randy.nextInt(1000);
            int midpointY = randy.nextInt(600);
            int [] xCoor = new int [nPoints];
            int [] yCoor = new int [nPoints];
            int outerL = randy.nextInt(300);
            int innerL = outerL/2;

            int red = randy.nextInt(255);
            int green = randy.nextInt(255);
            int blue = randy.nextInt(255);
            Color c = new Color(red, green, blue);

            double theta = 0.0;
            for (int index = 0; index < nPoints;
index ++) {
                if (index % 2 != 0) {
                    xCoor[index] = (int)
(midpointX + (outerL * Math.cos(theta)));
                    yCoor[index] = (int)
(midpointY + (outerL * Math.sin(theta)));
                    theta += Math.PI*2/10;
                }
                else {
                    xCoor[index] = (int)
(midpointX + (innerL * Math.cos(theta)));
                    yCoor[index] = (int)
(midpointY + (innerL * Math.sin(theta)));
                    theta += Math.PI*2/10;
                }
            }
        }
    }
}

```

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        }  
    }  
    star.setColor(c);  
    star.fillPolygon(xCoord, yCoord,  
nPoints);  
    }  
}
```