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

public class Stars extends Applet
{
    public void paint(Graphics g)
    {
        Random rand = new Random();
        int xs[] = new int[10];
        int ys[] = new int[10];
        int count = 0;
        while(count<10) {
            int xOne = rand.nextInt(900);
            int yOne = rand.nextInt(600);
            int smallRadius = rand.nextInt(100)+1;
            int bigRadius = smallRadius*2;
            int index = 0;
            int n = 0;
            while(n<5) {
                xs[index] = (int) (Math.cos(((2*Math.PI)/5)*n)*bigRadius+xOne);
                ys[index] = (int) (Math.sin(((2*Math.PI)/5)*n)*bigRadius+yOne);
                index++;
                xs[index] = (int)
(Math.cos(((2*Math.PI)/5)*(n+0.5))*smallRadius+xOne);
                ys[index] = (int)
(Math.sin(((2*Math.PI)/5)*(n+0.5))*smallRadius+yOne);
                n++;
                index++;
            }
            g.fillPolygon(xs,ys,10);
            count++;
        }
    }
}

```