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


public class DrawRandomStars extends Applet {
        public void paint(Graphics g)
        {


            for(int count =0; count<=10; count++) {

                    int R = (int)(Math.random()*256);
                    int G = (int)(Math.random()*256);
                    int B= (int)(Math.random()*256);
                    Color color = new Color(R, G, B);

            Random random = new Random();
            final float hue = random.nextFloat();
            final float saturation = 0.5f;
            final float luminance = 1.0f;
            color = Color.getHSBColor(hue, saturation, luminance);

                    Random randy = new Random();
          int z = 16 + randy.nextInt(100);

          Random randy2 = new Random();
          int a = randy.nextInt(100);


           //warning, they love to clump together
            setBackground(Color.black);
            g.setColor(color);
            int[] x  = {5*z,6*z,8*z,6*z,7*z,5*z,3*z,4*z,2*z,4*z,5*z};
            int [] y = {1*a,3*a,3*a,5*a,7*a,6*a,7*a,5*a,4*a,3*a,1*a};
            g.fillPolygon(x, y, 11);
            }
}}
```