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

public class polygonStar extends Applet {

    public void paint(Graphics g) {
        // TODO Auto-generated method stub

        int [] xValues = new int [10];
        int [] yValues = new int [10];

        int degrees = 36;
        Random randy = new Random();
        for (int n=0; n<9; n++) {
            int radius = randy.nextInt(300);
            int addX = randy.nextInt(600);
            int addY = randy.nextInt(1500);
            for (int i = 0; i < xValues.length; i++) {
                if (i % 2 == 0) {
                    xValues[i] = (int) Math.round(addX + radius *
Math.cos(Math.toRadians(i*degrees)));
                    yValues [i] = (int) Math.round(addY + radius *
Math.sin(Math.toRadians(i*degrees)));
                } else {
                    xValues[i] = (int) Math.round(addX + (radius/3) *
Math.cos(Math.toRadians(i*degrees)));
                    yValues[i] = (int) Math.round(addY + (radius/3) *
Math.sin(Math.toRadians(i*degrees)));
                }
            }
            g.fillPolygon(xValues,yValues, xValues.length);

        }

    }

}

```