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

public class RandomCircles extends Applet{

    public void paint(Graphics d) {

        Random color = new Random();

        Scanner todo = new Scanner(System.in);
        System.out.println("How many circles would you like????");
        int num = todo.nextInt();

        for(int i=0;i<num+1;i++) {

            int r = color.nextInt(256);
            int g = color.nextInt(256);
            int b = color.nextInt(256);
            int dx = color.nextInt(1000);
            int dy = color.nextInt(650);
            int size = color.nextInt(200);
            Color draw = new Color(r,g,b);

            d.setColor(draw);
            d.fillOval(dx, dy, size, size);

            todo.close();

        }

    }

}
```