

```
1 import java.awt.*;
5 public class stars extends Applet
6 {
7     public void paint(Graphics g) {
8         Random Randall= new Random();
9
10        int xvalues[] = new int[10];
11        int yvalues[] = new int[10];
12        int currentAngle = 0;
13
14
15        for (int j=0;j<10;j++) {
16            int s= Randall.nextInt(300)+100;
17            int dx= Randall.nextInt(20)*100+200;
18            int dy= Randall.nextInt(10)*100+200;
19            for (int i = 0; i < 10; i++) {
20                if (i % 2 == 0) {
21                    xvalues[i] = (int) (s *
22                    Math.cos Math.toRadians(currentAngle))+dx);
23                    yvalues[i] = (int) (s *
24                    Math.sin Math.toRadians(currentAngle))+dy);
25                } else {
26                    xvalues[i] = (int) (75 *
27                    Math.cos Math.toRadians(currentAngle))+dx);
28                    yvalues[i] = (int) (75 *
29                    Math.sin Math.toRadians(currentAngle))+dy);
30                }
31                currentAngle += 36;
32            }
33        }
34        g.fillPolygon(xvalues,yvalues, 10);
35    }
36 }
```