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

public class Startstry extends Applet {

    public void paint(Graphics g) {
        Random randy = new Random();
        g.setColor(Color.white);
        g.fillRect(10,10,2000,1000);

        for(int j = 0; j<30; j++) {
            int[] xvals = new int[10];
            int[] yvals = new int[10];

            int X = randy.nextInt(1000)+1;
            int Y = randy.nextInt(650)+1;

            int startangle = 0;

            int radius = randy.nextInt(150)+1;

            for(int h = 0; h<10; h = h+2) {
                xvals[h] = (int) (radius *
Math.cos(Math.toRadians(startangle-20)))+X;
                yvals[h] = (int) (radius *
Math.sin(Math.toRadians(startangle-20)))+Y;

                startangle = startangle+72;
            }

            for(int h = 1; h<10; h = h+2) {
                xvals[h] = (int) ((radius/2) *
Math.cos(Math.toRadians(startangle+20)))+X;
                yvals[h] = (int) ((radius/2) *
Math.sin(Math.toRadians(startangle+20)))+Y;

                startangle = startangle+72;
            }

            int c = randy.nextInt(255);
            int randint = randy.nextInt(30);
            int r = c-randint;
            int b = c+randint;
            int gr = c+randint-4;
            Color stars = new Color(r, gr, b);

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        g.setColor(stars);
        g.fillPolygon(xvals, yvals, 10);
        j++;
    }

}

}
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