

## Stars.java

```
1 import java.awt.*;
2 import java.applet.*;
3 import java.util.Random;
4 public class Stars extends Applet {
5
6     public void paint(Graphics g) {
7         Random rand = new Random();
8         int[] xPoints = {10, 3, 3, -1, -8, -4, -8, -1, 3, 3};
9         int[] yPoints = {0, -2, -10, -4, -6, 0, 6, 4, 10, 2};
10
11         for (int i = 0; i <100; i++) {
12             int a = rand.nextInt(10) + 1 ; // radius multiplier
13             int b = rand.nextInt(980) + 10 ; // horizontal shift
14             int c = rand.nextInt(630) + 10 ; // vertical shift
15             int red = rand.nextInt(255);
16             int green = rand.nextInt(255);
17             int blue = rand.nextInt(255);
18             Color randColor = new Color(red, green, blue);
19             int[] xCoord = {a * xPoints[0] + b, a * xPoints[1] + b,
20                 a * xPoints[2] + b, a * xPoints[3] + b, a * xPoints[4] + b,
21                 a * xPoints[5] + b, a * xPoints[6] + b, a * xPoints[7] + b,
22                 a * xPoints[8] + b, a * xPoints[9] + b};
23             int[] yCoord = {a * yPoints[0] + c, a * yPoints[1] + c, a * yPoints[2] + c,
24                 a * yPoints[3] + c, a * yPoints[4] + c, a * yPoints[5] + c,
25                 a * yPoints[6] + c, a * yPoints[7] + c, a * yPoints[8] + c,
26                 a * yPoints[9] + c} ;
27             g.setColor(randColor);
28             g.fillPolygon(xCoord, yCoord, 10);
29         }
30     }
31 }
```