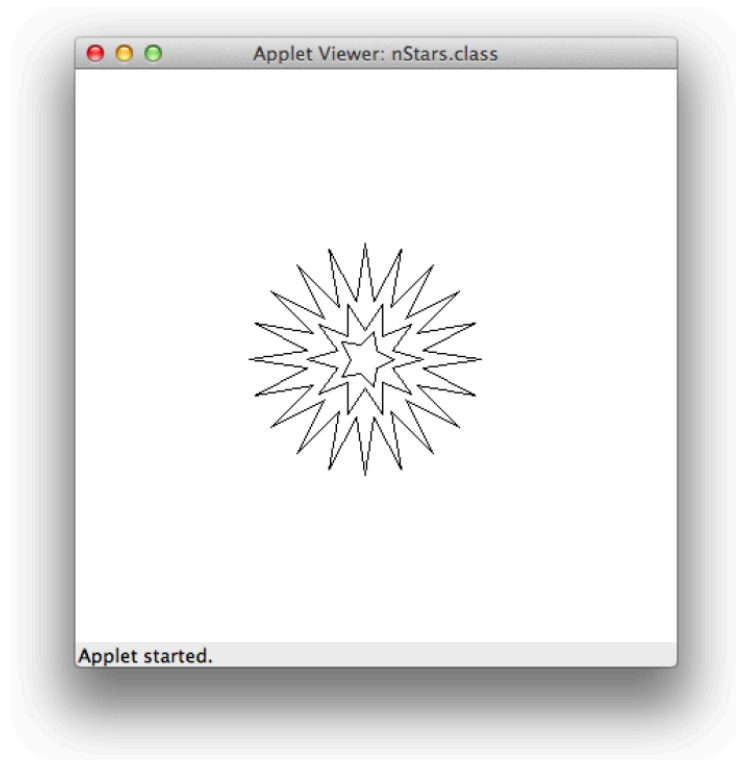# Stars

Implement the method nStar that takes an integer N and an integer R, then returns a GPolygon object shaped as a star with N outer vertices, and R is the distance from GPolygon origin to an outer vertex. Let the distance to inner vertices be R / 2. For example nStar called with N = 5 should return a regular star.

Orientation of your stars may vary.