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import java.awt.*;
import java.applet.Applet;
import java.util.Random;
import java.util.Scanner;

public class RandomCircles extends Applet {

    public void paint(Graphics g) {

        Random randy = new Random();
        int num = randy.nextInt(Integer.MAX_VALUE);
        System.out.println(num);

        // Circles must be inside this box
        g.setColor(Color.white);
        g.fillRect(0, 0, 1000, 650);
        Graphics2D g2 = (Graphics2D) g;
        g2.setRenderingHint(RenderingHints.KEY_ANTIALIASING,
RenderingHints.VALUE_ANTIALIAS_ON);

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

            // Random color
            int r = randy.nextInt(256);
            int v = randy.nextInt(256);
            int b = randy.nextInt(256);
            int a = randy.nextInt(256);
            Color c = new Color(r, v, b, a);
            g2.setColor(c);

            // Draw circle
            // Random diameter
            int dia = 5 + randy.nextInt(60);
            int radius = dia / 2;

            // Random location
            int x = randy.nextInt(1001 - (dia));
            int y = randy.nextInt(651 - (dia));
            g2.fillOval(x, y, dia, dia);
            g2.setColor(Color.black);
            g2.drawOval(x, y, dia, dia);

            // Slow it down now y'all
            try {
                Thread.sleep(0);
            } catch (InterruptedException e) {
                e.printStackTrace();
            }
        }
    }
}

```

}  
}  
}