

Convay.Core.Game.Randomize

```
graph LR; A[Convay.Core.Game.Randomize] --> B[Convay.Core.Interfaces.IGrid.Initialize]; A --> C[Convay.Core.Interfaces.IGrid.Randomize];
```

Convay.Core.Interfaces.IGrid.  
Initialize

Convay.Core.Interfaces.IGrid.  
Randomize