`import random`

This line imports the `random` module so that its functions can be used.

`random.random()`

- This function returns a **random float** number between **0.0 and 1.0**.
- Example outputs:

```python
0.8551634424182856 0.0693062103727718 0.4471602699489764 0.01999268171848545
```

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These are random values between 0 and 1.

`random.randint(a, b)`

- Returns a **random integer** N such that `a <= N <= b`.
- Example:

```python
random.randint(1, 10)
```

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This will return random integers between 1 and 10 (inclusive).

- Sample results in the screenshot:

```
6, 2, 4, 7, 8, 10, 4, 7, 8, 10, 8
```

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`random.choice(list)`

- Selects a **random item** from a **non-empty list**.

- Example:

```python
l1 = ['lemon', 'black chai', 'ginger', 'mint', 'masala'] random.choice(l1)
```

- Output examples:

```bash
'masala', 'ginger', 'mint', 'lemon', etc.
```

Each time you call it, it randomly selects one element from the list.

🔷 `random.shuffle(list)`

- **Shuffles the elements** of a list **in place** (modifies the original list).
- Example:

```python
random.shuffle(l1) print(l1)
```

- Output:

```css
['mint', 'masala', 'black chai', 'lemon', 'ginger']
['black chai', 'mint', 'ginger', 'lemon', 'masala']
```

Each time you shuffle, the order of the list elements changes randomly.

✅ Summary

Function	Purpose
`random.random()`	Returns float between 0 and 1

Function	Purpose
`random.randint(a,b)`	Random integer in [a, b]
`random.choice(seq)`	Picks one random element from the list
`random.shuffle(seq)`	Shuffles the list elements randomly in-place

These tools are commonly used in games, simulations, and anywhere randomness is required.