

## Random\_MT

- + static void init\_genrand(unsigned long s)
- + static void init\_by\_array(unsigned long init\_key[], int key\_length)
- + static unsigned long genrand\_int32(void)
- + static long genrand\_int31(void)
- + static double genrand\_real1(void)
- + static double genrand\_real2(void)
- + static double genrand\_real3(void)
- + static double genrand\_res53(void)