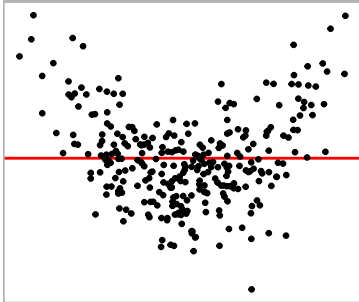


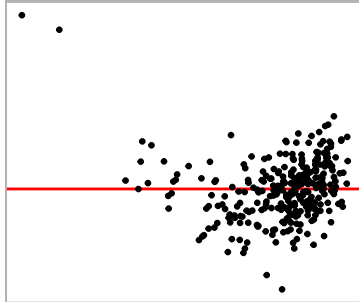
Uniform



Normal



Skewed



Discrete uniform

