```csharp
public void PriceFluctuation()
{
    //if (GetRandomInteger(2)==1)
    //Price = Price + GetRandomInteger(-10, 10);
    Random rand = new Random();

    if (rand.NextDouble() > 0.2)
    {
        decimal change = (decimal)rand.NextDouble() * (rand.NextDouble() > 0.7 ? 10 : 2);

        Price += rand.Next(2) == 0 ? -change : change;
    }

}
```