```csharp
1  namespace ResumenFunciones
2  {
3      public class Utils
4      {
5          private static Random random = new Random();
6
7          public static int GetRandom(int min, int max)
8          {
9              return random.Next(min, max);
10         }
11
12         public static double GetRandomDouble()
13         {
14             return random.NextDouble();
15         }
16
17         public static double GetRandomDouble(double min, double max)
18         {
19             return random.NextDouble() * (max - min) + min;
20         }
21     }
22 }
23
```