```
1  namespace Grafico1
2  {
3      public class Utils
4      {
5          private static Random random = new Random();
6          public static double GetDoubleRandom(double min, double max)
7          {
8              return (min + random.NextDouble() * (max − min));
9          }
10
11         public static int GetIntRandom(int min, int max)
12         {
13             return random.Next(min, max);
14         }
15     }
16 }
17
```