

In the second version of the code, I used the modern `System.Random` library, which provides better random number generation capabilities, while the first code used older `System.Random` and `System.Security.Cryptography.RandomNumberGenerator` libraries, which are simpler but less flexible and potentially less random.

The array size also differs in the update, with the updated version using an array size of 10 and the first version using an array size of 100.

Both versions of the code define the `FillWithRandomNumbers` and `SortTheArray` functions, use the Bubble Sort algorithm to sort the array, and print the sorted array to the console.