


leveldb::Random::Uniform



```
graph LR; A[leveldb::Random::Uniform] --> B[leveldb::Random::Next]
```

A diagram showing a call from the `leveldb::Random::Uniform` function to the `leveldb::Random::Next` function. The `leveldb::Random::Uniform` box is shaded gray, and the `leveldb::Random::Next` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

leveldb::Random::Next