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absl::random_internal  
::stream_u128_helper  
< absl::uint128 >::write
```

```
graph LR; A["absl::random_internal  
::stream_u128_helper  
< absl::uint128 >::write"] --> B["absl::Uint128High64"]; A --> C["absl::Uint128Low64"];
```

absl::Uint128High64

absl::Uint128Low64