



random Module

Function	Description
seed(a: int) -> None	Initializes the random number generator (to reproduce the same random numbers).
randint(a: int, b:int) -> int	Generates a random integer between a and b.
random() -> float	Generates a random float number in the range (0 - 1).
uniform(a: float, b:float) -> float	Generates a random float number in the range (a - b).

For more info about random module visit:

<https://docs.python.org/3/library/random.html>

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