`RandomChar`

A collection of methods for generating random `char` and `string` data. Characters generated have a unicode value in the range **[0x0000, 0xD7FF]** or **[0xE000, 0x10FFFF]**. Each method has a unique and non-unique version, and optionally accept a list of `UnicodeCategory` or `ASCIICategory` enums to choose characters from.

Content

Character Categories

Characters can be generated from two umbrella sets **ASCII** and **Unicode**. Each supports several sub-categories defined by enums `ASCIICategory` and `UnicodeCategory`, respectively.

ASCII Categories

- `LowercaseLetter`
- `Number`
- `Punctuation`
- `UppercaseLetter`

Unicode Categories

- `Control`
- `Format`
- `LowercaseLetter`
- `ModifierLetter`

- `OtherLetter`
- `TitlecaseLetter`
- `UppercaseLetter`
- `SpacingCombiningMark`
- `EnclosingMark`
- `NonSpacingMark`
- `DecimalDigitNumber`
- `LetterNumber`
- `OtherNumber`
- `ConnectorPunctuation`
- `DashPunctuation`
- `ClosePunctuation`
- `FinalQuotePunctuation`
- `InitialQuotePunctuation`
- `OtherPunctuation`
- `OpenPunctuation`
- `CurrencySymbol`
- `ModifierSymbol`
- `MathSymbol`
- `OtherSymbol`
- `LineSeparator`
- `ParagraphSeparator`
- `SpaceSeparator`

Methods

Append

Appends `count` random characters to `str`.

```
string Append(string str, int count)
```

Appends `count` random characters chosen from a set defined by `categories` to `str`.

```
string Append(string str, int count, ASCIICategory[] categories)
```

Appends `count` random characters chosen from a set defined by `categories` to `str`.

```
string Append(string str, int count, UnicodeCategory[] categories)
```

AppendUnique

Appends `count` unique random characters to `str`.

```
string AppendUnique(string str, int count)
```

Appends `count` distinct random characters chosen from a set defined by `categories` to `str`.

```
string AppendUnique(string str, int count, ASCIICategory[] categories)
```

Appends `count` distinct random characters chosen from a set defined by `categories` to `str`.

```
string AppendUnique(string str, int count, UnicodeCategory[] categories)
```

Fill

Fills `chars` with random characters.

```
void Fill(char[] chars)
```

Fills `chars` with random characters chosen from the set defined by `categories`.

```
void Fill(char[] chars, ASCIICategory[] categories)
```

Fills `chars` with random characters chosen from the set defined by `categories`.

```
void Fill(char[] chars, UnicodeCategory[] categories)
```

Fills `chars` with `count` random characters starting from `at`.

```
void Fill(char[] chars, int at, int count)
```

Fills `chars` with `count` random characters chosen from the set defined by `categories` starting from `at`.

```
void Fill(char[] chars, int at, int count, ASCIICategory[] categories)
```

Fills `chars` with `count` random characters chosen from the set defined by `categories` starting from `at`.

```
void Fill(char[] chars, int at, int count, UnicodeCategory[] categories)
```

Fills `chars` with random characters.

```
void Fill(Span<char> chars)
```

Fills `chars` with random characters chosen from the set defined by `categories`.

```
void Fill(Span<char> chars, ASCIICategory[] categories)
```

Fills `chars` with random characters chosen from the set defined by `categories`.

```
void Fill(Span<char> chars, UnicodeCategory[] categories)
```

Fills `chars` with `count` random characters starting from `at`.

```
void Fill(Span<char> chars, int at, int count)
```

Fills `chars` with `count` random characters chosen from the set defined by `categories` starting from `at`.

```
void Fill(Span<char> chars, int at, int count, ASCIICategory[] categories)
```

Fills `chars` with `count` random characters chosen from the set defined by `categories` starting from `at`.

```
void Fill(Span<char> chars, int at, int cout, UnicodeCategory[] categories)
```

FillUnique

Fills `chars` with distinct random characters.

```
void FillUnique(char[] chars)
```

Fills `chars` with distinct random characters chosen from the set defined by `categories`.

```
void FillUnique(char[] chars, ASCIICategory[] categories)
```

Fills `chars` with distinct random characters chosen from the set defined by `categories`.

```
void FillUnique(char[] chars, UnicodeCategory[] categories)
```

Fills `chars` with `count` distinct random characters starting from `at`.

```
void FillUnique(char[] chars, int at, int count)
```

Fills `chars` with `count` distinct random characters chosen from the set defined by `categories` starting from `at`.

```
void FillUnique(char[] chars, int at, int count, ASCIICategory[] categories)
```

Fills `chars` with `count` distinct random characters chosen from the set defined by `categories` starting from `at`.

```
void FillUnique(char[] chars, int at, int count, UnicodeCategory[] categories)
```

Fills `chars` with distinct random characters.

```
void FillUnique(Span<char> chars)
```

Fills `chars` with distinct random characters chosen from the set defined by `categories`.

```
void FillUnique(Span<char> chars, ASCIICategory[] categories)
```

Fills `chars` with distinct random characters chosen from the set defined by `categories`.

```
void FillUnique(Span<char> chars, UnicodeCategory[] categories)
```

Fills `chars` with `count` distinct random characters starting from `at`.

```
void FillUnique(Span<char> chars, int at, int count)
```

Fills `chars` with `count` distinct random characters chosen from the set defined by `categories` starting from `at`.

```
void FillUnique(Span<char> chars, int at, int count, ASCIICategory[] categories)
```

Fills `chars` with `count` distinct random characters chosen from the set defined by `categories` starting from `at`.

```
void FillUnique(Span<char> chars, int at, int cout, UnicodeCategory[] categories)
```

GetCharacter

Generates a random character

```
char GetCharacter()
```

Generates a random character chosen from the set defined by `categories`.

```
char GetCharacter(ASCIICategory[] categories)
```

Generates a random character chosen from the set defined by `categories`.

```
char GetCharacter(UnicodeCategory[] categories)
```

GetCharacters

Generates `count` random characters

```
char[] GetCharacters(int count)
```

Generates `count` random characters chosen from the set defined by `categories`.

```
char[] GetCharacters(int count, ASCIICategory[] categories)
```

Generates `count` random characters chosen from the set defined by `categories`.

```
char[] GetCharacters(int count, UnicodeCategory[] categories)
```

GetUniqueCharacters

Generates `count` distinct random characters

```
char[] GetUniqueCharacters(int count)
```

Generates `count` distinct random characters chosen from the set defined by `categories`.

```
char[] GetUniqueCharacters(int count, ASCIICategory[] categories)
```

Generates `count` distinct random characters chosen from the set defined by `categories`.

```
char[] GetUniqueCharacters(int count, UnicodeCategory[] categories)
```

GetString

Generates a random string with `length` characters.

```
string GetString(int length)
```

Generates a random string with `length` characters chosen from the set defined by `categories`.

```
string GetString(ASCIICategory[] categories)
```

Generates a random string with `length` characters chosen from the set defined by `categories`.

```
string GetString(UnicodeCategory[] categories)
```

GetUniqueString

Generates a random string with `length` distinct characters.

```
string GetUniqueString(int length)
```

Generates a random string with `length` distinct characters chosen from the set defined by `categories`.

```
string GetUniqueString(ASCIICategory[] categories)
```

Generates a random string with `length` distinct characters chosen from the set defined by `categories`.

```
string GetUniqueString(UnicodeCategory[] categories)
```

Prepend

Prepends `count` random characters to `str`.

```
string Prepend(string str, int count)
```

Prepends `count` random characters chosen from the set defined by `categories` to `str`.

```
string Prepend(string str, int count, ASCIICategory[] categories)
```

Prepends `count` random characters chosen from the set defined by `categories` to `str`.

```
string Prepend(string str, int count, UnicodeCategory[] categories)
```

PrependUnique

Prepends `count` distinct random characters to `str`.

```
string PrependUnique(string str, int count)
```

Prepends `count` distinct random characters chosen from the set defined by `categories` to `str`.

```
string PrependUnique(string str, int count, ASCIICategory[] categories)
```

Prepends `count` distinct random characters chosen from the set defined by `categories` to `str`.

```
string PrependUnique(string str, int count, UnicodeCategory[] categories)
```