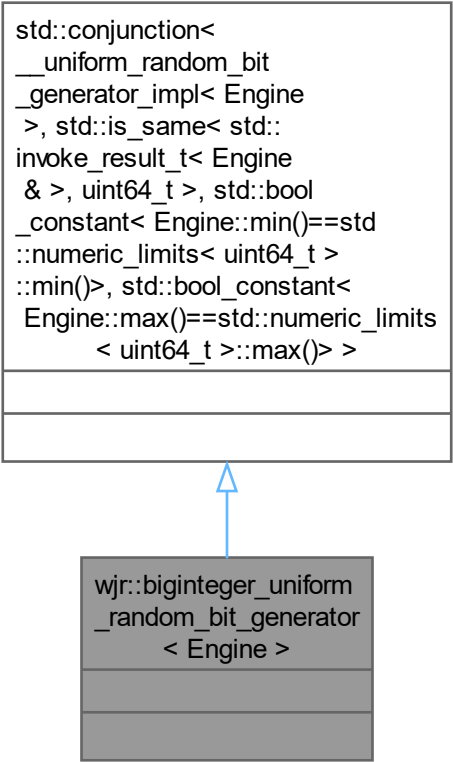```
std::conjunction<
__uniform_random_bit
_generator_impl< Engine
 >, std::is_same< std::
invoke_result_t< Engine
 & >, uint64_t >, std::bool
_constant< Engine::min()==std
::numeric_limits< uint64_t >
::min()>, std::bool_constant<
 Engine::max()==std::numeric_limits
        < uint64_t >::max()> >
```



```
wjr::biginteger_uniform
_random_bit_generator
     < Engine >
```