#include
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#if __WORDSIZE == 64

define ULONG_NORM 18446744073709551616.0

#else

define ULONG_NORM 4294967296.0

#endif

using namespace boost::random;

using namespace std;
int main(){
unsigned long int i,j,k;
mt19937 generator(time(0));
// independent_bits_engine gen;

```
    // boost::random::mt19937 gen(time(0));
    boost::uniform_01<boost::mt19937&> u01(gen);
    i = u01()*ULONG_NORM;
    j = u01()*ULONG_NORM;
    k = u01()*ULONG_NORM;
    cout<<i<<" "<<j<<" "<<k<<" "<<endl;
```

}