shuffle(x, random=None)

- ```
  Shuffle list x in place, and return None.

      Optional argument random is a
  0-argument function returning a
      random float in [0.0, 1.0); if it is
  the default None, the
      standard random.random will be used.
  ```
  ```

random(...)

- `random() -> x in the interval [0, 1).`

randint(a, b)

- `Return random integer in range [a, b], including both end points.`

randrange(start, stop=None, step=1, _int=<class 'int'>)

- Choose a random item from range(start, stop[, step]).
  This fixes the problem with randint() which includes the
  endpoint; in Python this is usually not what you want.

choice(seq)

- `Choose a random element from a non-empty sequence.`