

# 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.