

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()` \rightarrow `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.