Input

 # Source Code:
```
namespace MainProject
{
  class MainClass
  {
    public void MainMethod()
    {
      TestProject.TestClass obj1 = new TestProject.TestClass();
    }
  }
}
+
using System;
namespace TestProject
{
  public class TestClass
  {
    private int S1 = 0;
    private static readonly Random random = new Random();
    private static readonly object syncLock = new object();
    public int f1()
    {
      return S1;
    }
    public int f2()
    {
      return S1;
    }
    public int f3()
    {
      lock (syncLock)
      {
        return random.Next(-8, 8);
      }
    }
  }
}
```

 # Class Name:
MainClass

 # Method Name:
MainMethod

 # Path Constraint:
!(obj1.f1() == obj1.f2()) && !(!(!(1 <= obj1.f3())) || obj1.f3() <= 0)

Output

Path Constraint:
(obj1.f1()!=obj1.f2())&&(((1>obj1.f3()))&&(obj1.f3()>0))

Results:
Unsatisfiable

Execution Time: 640 ms