**Input**

**# Source Code:**

```
namespace MainProject
{
  class MainClass
  {
    public void MainMethod()
    {
      float a;
      float b;
      TestProject.TestClass obj1 = new TestProject.TestClass();
    }
  }
}
+
namespace TestProject
{
  public class TestClass
  {
    public bool is_finite(float x)
    {
      return !float.IsInfinity(x);
    }
  }
}
```

**# Class Name:**

MainClass

**# Method Name:**

MainMethod

**# Path Constraint:**

obj1.is_finite(a) && obj1.is_finite(b) && !(a <= b || b <= a)

**Output**

Path Constraint:
obj1.is_finite(a)&&obj1.is_finite(b)&&((a>b)&&(b>a))

Results:
(obj1.is_finite(b), True)
(obj1.is_finite(a), True)
(a, (-8, -6))
(b, (-8, -6))

(obj1.is_finite(b), True)
(obj1.is_finite(a), True)
(a, (-6, -4))
(b, (-6, -4))

(obj1.is_finite(b), True)
(obj1.is_finite(a), True)
(a, (-4, -2))
(b, (-4, -2))

(obj1.is_finite(b), True)
(obj1.is_finite(a), True)

```
(a, (-2, 0))
(b, (-2, 0))

(obj1.is_finite(b), True)
(obj1.is_finite(a), True)
(a, (0, 2))
(b, (0, 2))

(obj1.is_finite(b), True)
(obj1.is_finite(a), True)
(a, (2, 4))
(b, (2, 4))

(obj1.is_finite(b), True)
(obj1.is_finite(a), True)
(a, (4, 6))
(b, (4, 6))

(obj1.is_finite(b), True)
(obj1.is_finite(a), True)
(a, (6, 8))
(b, (6, 8))

Execution Time: 773 ms
```