Input

 # Source Code:

```
namespace MainProject
{
  class MainClass
  {
    public void MainMethod()
    {
      TestProject.TestClass obj1 = new TestProject.TestClass();
    }
  }
}
+
using System;
namespace TestProject
{
  public class TestClass
  {
    private float S1 = 0;
    private static readonly Random random = new Random();
    private static readonly object syncLock = new object();
    public float f1()
    {
      return S1;
    }
    public float f2()
    {
      return S1;
    }
    public float f3()
    {
      lock (syncLock)
      {
        return (float)random.NextDouble() * (8 - (-8)) + (-8);
      }
    }
    public float f4()
    {
      lock (syncLock)
      {
        return (float)random.NextDouble() * (8 - (-8)) + (-8);
      }
    }
  }
}
```

 # Class Name:

MainClass

 # Method Name:

MainMethod

 # Path Constraint:

!(obj1.f1() == obj1.f2()) && !(!(obj1.f3() < obj1.f4()) || (!(obj1.f4() < 2.0 * obj1.f3()) || 0.0 < obj1.f4() - obj1.f3()))

Output

Path Constraint:

(obj1.f1()!=obj1.f2())&&((obj1.f3()<obj1.f4())&&((obj1.f4()<2.0*obj1.f3())&&(0.0>=obj1.f4()-obj1.f3())))

Results:
Unsatisfiable

Execution Time: 657 ms