Input

 # Source Code:

```
namespace MainProject
{
  class MainClass
  {
    public void MainMethod()
    {
      TestProject.TestClass obj1 = new TestProject.TestClass();
    }
  }
}
+
using System;
namespace TestProject
{
  public class TestClass
  {
    private static readonly Random random = new Random();
    private static readonly object syncLock = new object();
    public bool circuit()
    {
      lock (syncLock)
      {
        if (random.NextDouble() < 0.5)
        {
          return true;
        }
        else
        {
          return false;
        }
      }
    }
    public int flash()
    {
      lock (syncLock)
      {
        return random.Next(-8, 8);
      }
    }
    public int nf()
    {
      lock (syncLock)
      {
        return random.Next(-8, 8);
      }
    }
  }
}
```

 # Class Name:

MainClass

 # Method Name:

MainMethod

 # Path Constraint:
0 <= obj1.flash() && obj1.circuit() && !(obj1.nf() == obj1.flash()) && !(0 <= obj1.flash() + 1)

Output

Path Constraint:
0<=obj1.flash()&&obj1.circuit()&&(obj1.nf()!=obj1.flash())&&(0>obj1.flash()+1)

Results:
Unsatisfiable

Execution Time: 629 ms