Input

 # Source Code:

```
namespace MainProject
{
  class MainClass
  {
    public void MainMethod()
    {
      int v_0;
      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(float x)
    {
      lock (syncLock)
      {
        return (float)random.NextDouble() * (8 - (-8)) + (-8);
      }
    }
    public float f4()
    {
      lock (syncLock)
      {
        return (float)random.NextDouble() * (8 - (-8)) + (-8);
      }
    }
    public float f5(float x)
    {
      lock (syncLock)
      {
        return (float)random.NextDouble() * (8 - (-8)) + (-8);
      }
    }
    public float f6()
    {
      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()) == 0.0) || !(obj1.f5(obj1.f4()) == 1.0)) && 0.0 < obj1.f4() && obj1.f4() < 2.0 * obj1.f6()

Output

Path Constraint:
(obj1.f1()!=obj1.f2())&&((obj1.f3(obj1.f4())==0.0)&&(obj1.f5(obj1.f4())==1.0))&&0.0<obj1.f4()&&obj1.f4()<2.0*obj1.f6()

Results:
Unsatisfiable

Execution Time: 575 ms