**Input**

**# Source Code:**

```
namespace MainProject
{
  class MainClass
  {
    public void MainMethod()
    {
      float skoY;
      float skoX;
      float skoZ;
      TestProject.TestClass obj1 = new TestProject.TestClass();
    }
  }
}
+
namespace TestProject
{
  public class TestClass
  {
    public int f(int x)
    {
      return x * x;
    }
  }
}
```

**# Class Name:**

MainClass

**# Method Name:**

MainMethod

**# Path Constraint:**

obj1.f(skoY) == 3 && skoX <= 1 && 0 <= skoZ && 0 <= skoY && !(skoX <= 0)

**Output**

Path Constraint:
obj1.f(skoY)==3&&skoX<=1&&0<=skoZ&&0<=skoY&&(skoX>0)

Results:
(obj1.f(skoY), (1, 8.875))
(skoZ, (0, 2))
(skoY, (0, 2))
(skoX, (0, 2))

(obj1.f(skoY), (1, 8.875))
(skoZ, (0, 2))
(skoY, (2, 4))
(skoX, (0, 2))

(obj1.f(skoY), (1, 8.875))
(skoZ, (2, 4))
(skoY, (0, 2))
(skoX, (0, 2))

(obj1.f(skoY), (1, 8.875))

```
(skoZ, (2, 4))
(skoY, (2, 4))
(skoX, (0, 2))

(obj1.f(skoY), (1, 8.875))
(skoZ, (4, 6))
(skoY, (0, 2))
(skoX, (0, 2))

(obj1.f(skoY), (1, 8.875))
(skoZ, (4, 6))
(skoY, (2, 4))
(skoX, (0, 2))

(obj1.f(skoY), (1, 8.875))
(skoZ, (6, 8))
(skoY, (0, 2))
(skoX, (0, 2))

(obj1.f(skoY), (1, 8.875))
(skoZ, (6, 8))
(skoY, (2, 4))
(skoX, (0, 2))

Execution Time: 1063 ms
```