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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 bool grn_SR()
      lock (syncLock)
        if (random.NextDouble() < 0.5)
          return true;
        else
          return false;
   public bool org_SR()
      lock (syncLock)
        if (random.NextDouble() < 0.5)
          return true;
```

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else
      return false;
public bool prt()
  lock (syncLock)
    if (random.NextDouble() < 0.5)
      return true;
    else
      return false;
public bool rd1()
  lock (syncLock)
    if (random.NextDouble() < 0.5)
      return true;
    else
      return false;
public bool rd2()
  lock (syncLock)
    if (random.NextDouble() < 0.5)
      return true;
    else
      return false;
public bool red_MR()
  lock (syncLock)
    if (random.NextDouble() < 0.5)
      return true;
```

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else
          return false;
# Class Name:
MainClass
# Method Name:
MainMethod
# Path Constraint:
obj1.circuit() && obj1.rd2() && obj1.red_MR() && (obj1.grn_SR() || obj1.org_SR()) && !(obj1.prt() ||
!obj1.rd1())
                                                   Output
Path Constraint:
obj1.circuit()\&\&obj1.rd2()\&\&obj1.red\_MR()\&\&(obj1.org\_SR())\&\&(!(obj1.prt())\&\&obj1.rd1())\\
(obj1.circuit(), True)
(obj1.rd2(), True)
(obj1.red_MR(), True)
(obj1.org_SR(), True)
(obj1.prt(), False)
(obj1.rd1(), True)
Path Constraint:
obj1.circuit()&&obj1.rd2()&&obj1.red_MR()&&(obj1.grn_SR())&&(!(obj1.prt())&&obj1.rd1())
(obj1.circuit(), True)
(obj1.rd2(), True)
(obj1.red_MR(), True)
(obj1.grn_SR(), True)
(obj1.prt(), False)
(obj1.rd1(), True)
```

Execution Time: 641 ms