

Input
<p># Source Code:</p> <pre>namespace MainProject { class MainClass { public struct MyStruct { public float g; public float v; public float V; public float c; public float h; } public void MainMethod() { MyStruct myStruct = new MyStruct(); } } }</pre>
<p># Class Name: MainClass</p>
<p># Method Name: MainMethod</p>
<p># Path Constraint: !(myStruct.h == 0 && myStruct.v == myStruct.V && myStruct.V > 0 && myStruct.g > 0 && 0 <= myStruct.c && myStruct.c < 1) myStruct.h >= 0)</p>
Output
<p>Path Constraint: ((myStruct.h==0&&myStruct.v==myStruct.V&&myStruct.V>0&&myStruct.g>0&&0<=myStruct.c&&myStruct.c<1)&&(myStruct.h<0))</p> <p>Results: Unsatisfiable</p> <p>Execution Time: 744 ms</p>