

Input
<p># Source Code:</p> <pre>namespace MainProject { class MainClass { public struct MyStruct { public float skoX; public float skoZ; public float skoY; } public void MainMethod() { MyStruct myStruct = new MyStruct(); } } }</pre>
<p># Class Name: MainClass</p>
<p># Method Name: MainMethod</p>
<p># Path Constraint: !(myStruct.skoY * -3 <= myStruct.skoZ) && !(myStruct.skoX <= 0)</p>
Output
<p>Path Constraint: (myStruct.skoY*-3>myStruct.skoZ)&&(myStruct.skoX>0)</p> <p>Results:</p> <p>(myStruct.skoY, (2, 4)) (myStruct.skoZ, (-8, -6)) (myStruct.skoX, (0, 2))</p> <p>(myStruct.skoY, (2, 4)) (myStruct.skoZ, (-8, -6)) (myStruct.skoX, (2, 4))</p> <p>(myStruct.skoY, (2, 4)) (myStruct.skoZ, (-8, -6)) (myStruct.skoX, (4, 6))</p> <p>(myStruct.skoY, (2, 4)) (myStruct.skoZ, (-8, -6)) (myStruct.skoX, (6, 8))</p> <p>(myStruct.skoY, (0, 2)) (myStruct.skoZ, (-8, -6)) (myStruct.skoX, (0, 2))</p> <p>(myStruct.skoY, (0, 2)) (myStruct.skoZ, (-8, -6)) (myStruct.skoX, (2, 4))</p>

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Execution Time: 2008 ms