

Input
<p># Source Code:</p> <pre>namespace MainProject { class MainClass { public void MainMethod() { TestProject.TestClass obj1 = new TestProject.TestClass(); } } } + using System; namespace TestProject { public class TestClass { private int S1 = 0; private static readonly Random random = new Random(); private static readonly object syncLock = new object(); public int f1() { return S1; } public int f2() { return S1; } public int f3() { lock (syncLock) { return random.Next(-8, 8); } } public int f4(int x) { return S1; } } }</pre> <p># Class Name: MainClass</p> <p># Method Name: MainMethod</p> <p># Path Constraint: !(obj1.f1() == obj1.f2()) && !(1 <= obj1.f3()) && obj1.f4(4 * obj1.f3() + 1) == obj1.f1()</p>
Output
<p>Path Constraint: (obj1.f1()!=obj1.f2())&&(1>obj1.f3())&&obj1.f4(4*obj1.f3()+1)==obj1.f1()</p> <p>Results:</p>

Unsatisfiable

Execution Time: 465 ms