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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()
      lock (syncLock)
        if (random.NextDouble() < 0.5)
          return true;
        else
          return false;
   public bool org()
      lock (syncLock)
        if (random.NextDouble() < 0.5)
          return true;
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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;
# Class Name:
MainClass
# Method Name:
MainMethod
# Path Constraint:
(!obj1.rd1() || !obj1.rd2()) && obj1.circuit() && obj1.rd2() && !obj1.grn() && !obj1.org() && !(!obj1.rd1())
                                                   Output
Path Constraint:
(!obj1.rd2())\&\&obj1.circuit()\&\&obj1.rd2()\&\&!obj1.grn()\&\&!obj1.org()\&\&obj1.rd1()
Results:
Unsatisfiable
Path Constraint:
(!obj1.rd1())&&obj1.circuit()&&obj1.rd2()&&!obj1.grn()&&!obj1.org()&&obj1.rd1()
Results:
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Unsatisfiable

Execution Time: 638 ms