

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); } } } }</pre> <p># Class Name: MainClass</p> <p># Method Name: MainMethod</p> <p># Path Constraint: !(obj1.f1() == obj1.f2()) && !(obj1.f3() <= 0) && !(1 <= obj1.f3())</p>
Output
<p>Path Constraint: (obj1.f1()!=obj1.f2())&&(obj1.f3(>0)&&(1>obj1.f3())</p> <p>Results: Unsatisfiable</p> <p>Execution Time: 453 ms</p>