Input

 # Source Code:

```
namespace MainProject
{
  class MainClass
  {
    public void MainMethod()
    {
      float a;
      float b;
      TestProject.TestClass obj1 = new TestProject.TestClass();
    }
  }
}
+
namespace TestProject
{
  public class TestClass
  {
    public bool is_finite(float x)
    {
      return !float.IsInfinity(x);
    }
    public float f0()
    {
      return 0;
    }
  }
}
```

 # Class Name:

MainClass

 # Method Name:

MainMethod

 # Path Constraint:

obj1.is_finite(a) && obj1.is_finite(b) && a > f0 && b > f0 && !(a * b > f0)

Output

Path Constraint:

obj1.is_finite(a)&&obj1.is_finite(b)&&a>obj1.f0()&&b>obj1.f0()&&(a*b<=obj1.f0())

Results:

(obj1.is_finite(b), True)
(obj1.is_finite(a), True)
(a, (0, 2))
(b, (0, 2))
(obj1.f0(), (0, 0))

(obj1.is_finite(b), True)
(obj1.is_finite(a), True)
(a, (0, 2))
(b, (2, 4))
(obj1.f0(), (0, 0))

(obj1.is_finite(b), True)

```
(obj1.is_finite(a), True)
(a, (2, 4))
(b, (0, 2))
(obj1.f0(), (0, 0))

(obj1.is_finite(b), True)
(obj1.is_finite(a), True)
(a, (2, 4))
(b, (2, 4))
(obj1.f0(), (0, 0))

Execution Time: 748 ms
```