

Input
<p># Source Code: namespace MainProject { class MainClass { public void MainMethod() { float main_x10; float main_x0; } } }</p> <p># Class Name: MainClass</p> <p># Method Name: MainMethod</p> <p># Path Constraint: main_x10 == main_x0 / (8.0 / 5.0) && !(1.0 == main_x0)</p>
Output
<p>Path Constraint: main_x10==main_x0/(1.6)&&(1.0!=main_x0)</p> <p>Results: (main_x10, (-6, -4)) (main_x0, (-8, -6))</p> <p>(main_x10, (-4, -2)) (main_x0, (-8, -6))</p> <p>(main_x10, (-4, -2)) (main_x0, (-6, -4))</p> <p>(main_x10, (-4, -2)) (main_x0, (-4, -2))</p> <p>(main_x10, (-2, 0)) (main_x0, (-4, -2))</p> <p>(main_x10, (-2, 0)) (main_x0, (-2, 0))</p> <p>(main_x10, (0, 2)) (main_x0, (0, 2))</p> <p>(main_x10, (0, 2)) (main_x0, (2, 4))</p> <p>(main_x10, (2, 4)) (main_x0, (2, 4))</p> <p>(main_x10, (2, 4)) (main_x0, (4, 6))</p>

(main_x10, (2, 4))

(main_x0, (6, 8))

(main_x10, (4, 6))

(main_x0, (6, 8))

Execution Time: 647 ms