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 int n()
    {
      lock (syncLock)
      {
        return random.Next(-8, 8);
      }
    }
  }
}
```

 # Class Name:
MainClass

 # Method Name:
MainMethod

 # Path Constraint:
!(1 <= obj1.n() + 1)

Output

Path Constraint:
(1>obj1.n()+1)

Results:
(obj1.n(), (-8, -6.125))

(obj1.n(), (-6.125, -4.25))

(obj1.n(), (-4.25, -2.375))

(obj1.n(), (-2.375, -0.5))

(obj1.n(), (-0.5, 1.375))

Execution Time: 706 ms