

Input

Source Code:

```
namespace MainProject
{
    class MainClass
    {
        public void MainMethod()
        {
            int v_0;
            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(int x)
        {
            return S1;
        }
        public int f4()
        {
            lock (syncLock)
            {
                return random.Next(-8, 8);
            }
        }
        public int f5()
        {
            lock (syncLock)
            {
                return random.Next(-8, 8);
            }
        }
    }
}
```

Class Name:

MainClass

Method Name:

MainMethod

Path Constraint:

!(obj1.f1() == obj1.f2()) && v_0 == 4 * obj1.f4() + 1 && !(obj1.f3(v_0 * obj1.f5()) == obj1.f1()) || (!(obj1.f5() == 1) || obj1.f3(v_0) == obj1.f1()))

Output

Path Constraint:

(obj1.f1()!=obj1.f2())&&v_0==4*obj1.f4()+1&&((obj1.f3(v_0*obj1.f5())==obj1.f1())&&((obj1.f5()==1)&&(obj1.f3(v_0)!=obj1.f1())))

Results:

Unsatisfiable

Execution Time: 656 ms