

Input

Source Code:

```
namespace MainProject
{
    class MainClass
    {
        public void MainMethod()
        {
            TestProject.TestClass obj1 = new TestProject.TestClass();
        }
    }
}
+
using System;
namespace TestProject
{
    public class TestClass
    {
        private float S1 = 0;
        private static readonly Random random = new Random();
        private static readonly object syncLock = new object();
        public float f1()
        {
            return S1;
        }
        public float f2()
        {
            return S1;
        }
        public float f3(float x)
        {
            lock (syncLock)
            {
                return (float)random.NextDouble() * (8 - (-8)) + (-8);
            }
        }
        public float f4()
        {
            lock (syncLock)
            {
                return (float)random.NextDouble() * (8 - (-8)) + (-8);
            }
        }
        public float f5()
        {
            lock (syncLock)
            {
                return (float)random.NextDouble() * (8 - (-8)) + (-8);
            }
        }
    }
}
```

Class Name:

MainClass

Method Name:

MainMethod

Path Constraint:
$$\neg(\text{obj1.f1}() == \text{obj1.f2}()) \ \&\& \ \neg(\neg(\text{obj1.f3}(\text{obj1.f4}()) \leq 1.0)) \ \&\& \ \text{obj1.f4}() == \text{obj1.f5}()$$
Output

Path Constraint:

$$(\text{obj1.f1}() \neq \text{obj1.f2}()) \ \&\& \ (\text{obj1.f3}(\text{obj1.f4}()) \leq 1.0) \ \&\& \ \text{obj1.f4}() == \text{obj1.f5}()$$

Results:

Unsatisfiable

Execution Time: 638 ms