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| **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 bool circuit()  {  lock (syncLock)  {  if (random.NextDouble() < 0.5)  {  return true;  }  else  {  return false;  }  }  }  public bool grn\_SR()  {  lock (syncLock)  {  if (random.NextDouble() < 0.5)  {  return true;  }  else  {  return false;  }  }  }  public bool org\_SR()  {  lock (syncLock)  {  if (random.NextDouble() < 0.5)  {  return true;  }  else  {  return false;  }  }  }  public bool prt()  {  lock (syncLock)  {  if (random.NextDouble() < 0.5)  {  return true;  }  else  {  return false;  }  }  }  public bool rd1()  {  lock (syncLock)  {  if (random.NextDouble() < 0.5)  {  return true;  }  else  {  return false;  }  }  }  public bool rd2()  {  lock (syncLock)  {  if (random.NextDouble() < 0.5)  {  return true;  }  else  {  return false;  }  }  }  public bool red\_MR()  {  lock (syncLock)  {  if (random.NextDouble() < 0.5)  {  return true;  }  else  {  return false;  }  }  }  }  }  **# Class Name:**  MainClass  **# Method Name:**  MainMethod  **# Path Constraint:**  obj1.circuit() && obj1.rd2() && obj1.red\_MR() && (obj1.grn\_SR() || obj1.org\_SR()) && !(obj1.prt() || !obj1.rd1()) |
| **Output** |
| Path Constraint:  obj1.circuit()&&obj1.rd2()&&obj1.red\_MR()&&(obj1.org\_SR())&&(!(obj1.prt())&&obj1.rd1())  Results:  (obj1.circuit(), True)  (obj1.rd2(), True)  (obj1.red\_MR(), True)  (obj1.org\_SR(), True)  (obj1.prt(), False)  (obj1.rd1(), True)  Path Constraint:  obj1.circuit()&&obj1.rd2()&&obj1.red\_MR()&&(obj1.grn\_SR())&&(!(obj1.prt())&&obj1.rd1())  Results:  (obj1.circuit(), True)  (obj1.rd2(), True)  (obj1.red\_MR(), True)  (obj1.grn\_SR(), True)  (obj1.prt(), False)  (obj1.rd1(), True)  Execution Time: 641 ms |