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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()  {  lock (syncLock)  {  if (random.NextDouble() < 0.5)  {  return true;  }  else  {  return false;  }  }  }  public bool org()  {  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;  }  }  }  }  }  **# Class Name:**  MainClass  **# Method Name:**  MainMethod  **# Path Constraint:**  (!obj1.rd1() || !obj1.rd2()) && obj1.circuit() && obj1.rd2() && !obj1.grn() && !obj1.org() && !(!obj1.rd1()) |
| **Output** |
| Path Constraint:  (!obj1.rd2())&&obj1.circuit()&&obj1.rd2()&&!obj1.grn()&&!obj1.org()&&obj1.rd1()  Results:  Unsatisfiable  Path Constraint:  (!obj1.rd1())&&obj1.circuit()&&obj1.rd2()&&!obj1.grn()&&!obj1.org()&&obj1.rd1()  Results:  Unsatisfiable  Execution Time: 638 ms |