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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 int flash()  {  lock (syncLock)  {  return random.Next(-8, 8);  }  }  public int nf()  {  lock (syncLock)  {  return random.Next(-8, 8);  }  }  }  }  **# Class Name:**  MainClass  **# Method Name:**  MainMethod  **# Path Constraint:**  0 <= obj1.flash() && obj1.circuit() && !(obj1.nf() == obj1.flash()) && !(0 <= obj1.flash() + 1) |
| **Output** |
| Path Constraint:  0<=obj1.flash()&&obj1.circuit()&&(obj1.nf()!=obj1.flash())&&(0>obj1.flash()+1)  Results:  Unsatisfiable  Execution Time: 629 ms |