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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 int n()  {  lock (syncLock)  {  return random.Next(-8, 8);  }  }  }  }  **# Class Name:**  MainClass  **# Method Name:**  MainMethod  **# Path Constraint:**  !(1 <= obj1.n() + 1) |
| **Output** |
| Path Constraint:  (1>obj1.n()+1)  Results:  (obj1.n(), (-8, -6.125))  (obj1.n(), (-6.125, -4.25))  (obj1.n(), (-4.25, -2.375))  (obj1.n(), (-2.375, -0.5))  (obj1.n(), (-0.5, 1.375))  Execution Time: 706 ms |