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| **Input** |
| **# Source Code:**  namespace MainProject  {  class MainClass  {  public void MainMethod()  {  float a;  float b;  TestProject.TestClass obj1 = new TestProject.TestClass();  }  }  }  +  namespace TestProject  {  public class TestClass  {  public bool is\_finite(float x)  {  return !float.IsInfinity(x);  }  }  }  **# Class Name:**  MainClass  **# Method Name:**  MainMethod  **# Path Constraint:**  obj1.is\_finite(a) && obj1.is\_finite(b) && !(a <= b || b <= a) |
| **Output** |
| Path Constraint:  obj1.is\_finite(a)&&obj1.is\_finite(b)&&((a>b)&&(b>a))  Results:  (obj1.is\_finite(b), True)  (obj1.is\_finite(a), True)  (a, (-8, -6))  (b, (-8, -6))  (obj1.is\_finite(b), True)  (obj1.is\_finite(a), True)  (a, (-6, -4))  (b, (-6, -4))  (obj1.is\_finite(b), True)  (obj1.is\_finite(a), True)  (a, (-4, -2))  (b, (-4, -2))  (obj1.is\_finite(b), True)  (obj1.is\_finite(a), True)  (a, (-2, 0))  (b, (-2, 0))  (obj1.is\_finite(b), True)  (obj1.is\_finite(a), True)  (a, (0, 2))  (b, (0, 2))  (obj1.is\_finite(b), True)  (obj1.is\_finite(a), True)  (a, (2, 4))  (b, (2, 4))  (obj1.is\_finite(b), True)  (obj1.is\_finite(a), True)  (a, (4, 6))  (b, (4, 6))  (obj1.is\_finite(b), True)  (obj1.is\_finite(a), True)  (a, (6, 8))  (b, (6, 8))  Execution Time: 773 ms |