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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);  }  public float f0()  {  return 0;  }  }  }  **# Class Name:**  MainClass  **# Method Name:**  MainMethod  **# Path Constraint:**  obj1.is\_finite(a) && obj1.is\_finite(b) && a > f0 && b > f0 && !(a \* b > f0) |
| **Output** |
| Path Constraint:  obj1.is\_finite(a)&&obj1.is\_finite(b)&&a>obj1.f0()&&b>obj1.f0()&&(a\*b<=obj1.f0())  Results:  (obj1.is\_finite(b), True)  (obj1.is\_finite(a), True)  (a, (0, 2))  (b, (0, 2))  (obj1.f0(), (0, 0))  (obj1.is\_finite(b), True)  (obj1.is\_finite(a), True)  (a, (0, 2))  (b, (2, 4))  (obj1.f0(), (0, 0))  (obj1.is\_finite(b), True)  (obj1.is\_finite(a), True)  (a, (2, 4))  (b, (0, 2))  (obj1.f0(), (0, 0))  (obj1.is\_finite(b), True)  (obj1.is\_finite(a), True)  (a, (2, 4))  (b, (2, 4))  (obj1.f0(), (0, 0))  Execution Time: 748 ms |