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| **Input** |
| **# Source Code:**  namespace MainProject  {  class MainClass  {  public void MainMethod()  {  float main\_x10;  float main\_x0;  }  }  }  **# Class Name:**  MainClass  **# Method Name:**  MainMethod  **# Path Constraint:**  main\_x10 == main\_x0 / (8.0 / 5.0) && !(1.0 == main\_x0) |
| **Output** |
| Path Constraint:  main\_x10==main\_x0/(1.6)&&(1.0!=main\_x0)  Results:  (main\_x10, (-6, -4))  (main\_x0, (-8, -6))  (main\_x10, (-4, -2))  (main\_x0, (-8, -6))  (main\_x10, (-4, -2))  (main\_x0, (-6, -4))  (main\_x10, (-4, -2))  (main\_x0, (-4, -2))  (main\_x10, (-2, 0))  (main\_x0, (-4, -2))  (main\_x10, (-2, 0))  (main\_x0, (-2, 0))  (main\_x10, (0, 2))  (main\_x0, (0, 2))  (main\_x10, (0, 2))  (main\_x0, (2, 4))  (main\_x10, (2, 4))  (main\_x0, (2, 4))  (main\_x10, (2, 4))  (main\_x0, (4, 6))  (main\_x10, (2, 4))  (main\_x0, (6, 8))  (main\_x10, (4, 6))  (main\_x0, (6, 8))  Execution Time: 647 ms |