|  |
| --- |
| **Input** |
| **# Source Code:**  namespace MainProject  {  class MainClass  {  public void MainMethod()  {  float skoY;  float skoX;  float skoZ;  TestProject.TestClass obj1 = new TestProject.TestClass();  }  }  }  +  namespace TestProject  {  public class TestClass  {  public int f(int x)  {  return x \* x;  }  }  }  **# Class Name:**  MainClass  **# Method Name:**  MainMethod  **# Path Constraint:**  obj1.f(skoY) == 3 && skoX <= 1 && 0 <= skoZ && 0 <= skoY && !(skoX <= 0) |
| **Output** |
| Path Constraint:  obj1.f(skoY)==3&&skoX<=1&&0<=skoZ&&0<=skoY&&(skoX>0)  Results:  (obj1.f(skoY), (1, 8.875))  (skoZ, (0, 2))  (skoY, (0, 2))  (skoX, (0, 2))  (obj1.f(skoY), (1, 8.875))  (skoZ, (0, 2))  (skoY, (2, 4))  (skoX, (0, 2))  (obj1.f(skoY), (1, 8.875))  (skoZ, (2, 4))  (skoY, (0, 2))  (skoX, (0, 2))  (obj1.f(skoY), (1, 8.875))  (skoZ, (2, 4))  (skoY, (2, 4))  (skoX, (0, 2))  (obj1.f(skoY), (1, 8.875))  (skoZ, (4, 6))  (skoY, (0, 2))  (skoX, (0, 2))  (obj1.f(skoY), (1, 8.875))  (skoZ, (4, 6))  (skoY, (2, 4))  (skoX, (0, 2))  (obj1.f(skoY), (1, 8.875))  (skoZ, (6, 8))  (skoY, (0, 2))  (skoX, (0, 2))  (obj1.f(skoY), (1, 8.875))  (skoZ, (6, 8))  (skoY, (2, 4))  (skoX, (0, 2))  Execution Time: 1063 ms |