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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 int S1 = 0;  private static readonly Random random = new Random();  private static readonly object syncLock = new object();  public int f1()  {  return S1;  }  public int f2()  {  return S1;  }  public int f3()  {  lock (syncLock)  {  return random.Next(-8, 8);  }  }  }  }  **# Class Name:**  MainClass  **# Method Name:**  MainMethod  **# Path Constraint:**  !(obj1.f1() == obj1.f2()) && !(!(obj1.f3() <= 0) || 4 \* obj1.f3() + 1 <= 1) |
| **Output** |
| Path Constraint:  (obj1.f1()!=obj1.f2())&&((obj1.f3()<=0)&&(4\*obj1.f3()+1>1))  Results:  Unsatisfiable  Execution Time: 539 ms |