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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 float S1 = 0;  private static readonly Random random = new Random();  private static readonly object syncLock = new object();  public float f1()  {  return S1;  }  public float f2()  {  return S1;  }  public float f3()  {  lock (syncLock)  {  return (float)random.NextDouble() \* (8 - (-8)) + (-8);  }  }  public float f4()  {  lock (syncLock)  {  return (float)random.NextDouble() \* (8 - (-8)) + (-8);  }  }  }  }  **# Class Name:**  MainClass  **# Method Name:**  MainMethod  **# Path Constraint:**  !(obj1.f1() == obj1.f2()) && !(!(obj1.f3() < obj1.f4()) || (!(obj1.f4() < 2.0 \* obj1.f3()) || 0.0 < obj1.f4() - obj1.f3())) |
| **Output** |
| Path Constraint:  (obj1.f1()!=obj1.f2())&&((obj1.f3()<obj1.f4())&&((obj1.f4()<2.0\*obj1.f3())&&(0.0>=obj1.f4()-obj1.f3())))  Results:  Unsatisfiable  Execution Time: 657 ms |