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| **Input** |
| **# Source Code:**  namespace MainProject  {  class MainClass  {  public struct MyStruct  {  public int x0;  public int x1;  }  public void MainMethod()  {  MyStruct myStruct = new MyStruct();  }  }  }  **# Class Name:**  MainClass  **# Method Name:**  MainMethod  **# Path Constraint:**  1 \* myStruct.x0 >= 0 && -1 \* myStruct.x0 >= -1 && 1 \* myStruct.x1 >= 0 && -1 \* myStruct.x1 >= -1 && 1 \* myStruct.x1 >= 1 |
| **Output** |
| Path Constraint:  1\*myStruct.x0>=0&&-1\*myStruct.x0>=-1&&1\*myStruct.x1>=0&&-1\*myStruct.x1>=-1&&1\*myStruct.x1>=1  Results:  (myStruct.x0, (0, 2))  (myStruct.x1, (0, 2))  Execution Time: 616 ms |