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| **Input** |
| **# Source Code:**  namespace MainProject  {  class MainClass  {  public struct MyStruct  {  public float g;  public float v;  public float V;  public float c;  public float h;  }  public void MainMethod()  {  MyStruct myStruct = new MyStruct();  }  }  }  **# Class Name:**  MainClass  **# Method Name:**  MainMethod  **# Path Constraint:**  !(!(myStruct.h == 0 && myStruct.v == myStruct.V && myStruct.V > 0 && myStruct.g > 0 && 0 <= myStruct.c && myStruct.c < 1) || myStruct.h >= 0) |
| **Output** |
| Path Constraint:  ((myStruct.h==0&&myStruct.v==myStruct.V&&myStruct.V>0&&myStruct.g>0&&0<=myStruct.c&&myStruct.c<1)&&(myStruct.h<0))  Results:  Unsatisfiable  Execution Time: 744 ms |