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| **Input** |
| **# Source Code:**  namespace MainProject  {  class MainClass  {  public struct MyStruct  {  public float skoX;  public float skoZ;  public float skoY;  }  public void MainMethod()  {  MyStruct myStruct = new MyStruct();  }  }  }  **# Class Name:**  MainClass  **# Method Name:**  MainMethod  **# Path Constraint:**  !(myStruct.skoY \* -3 <= myStruct.skoZ) && !(myStruct.skoX <= 0) |
| **Output** |
| Path Constraint:  (myStruct.skoY\*-3>myStruct.skoZ)&&(myStruct.skoX>0)  Results:  (myStruct.skoY, (2, 4))  (myStruct.skoZ, (-8, -6))  (myStruct.skoX, (0, 2))  (myStruct.skoY, (2, 4))  (myStruct.skoZ, (-8, -6))  (myStruct.skoX, (2, 4))  (myStruct.skoY, (2, 4))  (myStruct.skoZ, (-8, -6))  (myStruct.skoX, (4, 6))  (myStruct.skoY, (2, 4))  (myStruct.skoZ, (-8, -6))  (myStruct.skoX, (6, 8))  (myStruct.skoY, (0, 2))  (myStruct.skoZ, (-8, -6))  (myStruct.skoX, (0, 2))  (myStruct.skoY, (0, 2))  (myStruct.skoZ, (-8, -6))  (myStruct.skoX, (2, 4))  (myStruct.skoY, (0, 2))  (myStruct.skoZ, (-8, -6))  (myStruct.skoX, (4, 6))  (myStruct.skoY, (0, 2))  (myStruct.skoZ, (-8, -6))  (myStruct.skoX, (6, 8))  (myStruct.skoY, (0, 2))  (myStruct.skoZ, (-6, -4))  (myStruct.skoX, (0, 2))  (myStruct.skoY, (0, 2))  (myStruct.skoZ, (-6, -4))  (myStruct.skoX, (2, 4))  (myStruct.skoY, (0, 2))  (myStruct.skoZ, (-6, -4))  (myStruct.skoX, (4, 6))  (myStruct.skoY, (0, 2))  (myStruct.skoZ, (-6, -4))  (myStruct.skoX, 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