

```
actor switch ()
```

```
in (i1:int)
```

```
in (i2:int)
```

```
out (o:int)
```

I/O declarations

```
var s : (left,right) = left
```

*Local variables
declarations*

```
rules (s,i1,i2) -> (o,s)
```

Rule format

```
| (left, v, _) -> (v, right)
```

```
| (right, _, v) -> (v, left)
```

Rules

