```
if(<%=a0%> === active) {
<%=a1%> = previousState['state_2868'];
}
```

```
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
```

```
if(<%=a0%> === active) {
nextState['state_2868'] = <%=a1%>;
}
```

1 1

1: a 2: b

0

{a:$b:$}

0 *2* *3* *0* *1* *0* *1*

0: Number in *0: Activation out* *Activation out* *Activation out* *0: {{a: Number, b: Number} -> Number} out* *0: Number out*

```
theInterface=<%=a0%>;
```

```
<%=a0%> = active;
```

```
<%=a0%> = addition;
```

```
<%=a0%>=theArgs.a;
```