

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

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

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

*0: [object Object]*

*0: [object Object]*

```
<%=a1%> = <%=a0%>;  
<%=a2%> = <%=a0%>;
```

0  
0

1

2

1

2

*0: [object Object] 0: [object Object]*

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

```
<%=a0%>=null;  
if(<%=a0%>===null ){  
    <%=a0%> = <%=a1%>;  
} else if (<%=a1%> !== null){  
    throw ('error:multiple active assignments to the same signal <%=a0%> : '+'<%=a0%> + ' and ' + <%=a1%>);  
}if(<%=a0%>===null ){  
    <%=a0%> = <%=a2%>;  
} else if (<%=a2%> !== null){  
    throw ('error:multiple active assignments to the same signal <%=a0%> : '+'<%=a0%> + ' and ' + <%=a2%>);  
}  
}
```

0  
0

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