

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

0: Number out

0: Number in

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

```
<%=a2%> = <%=a0%>; 1: Number out
```

2: Number out

1: Number in

```
<%=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: Number out

0: Number in

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

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

0: Number out

0: Number in

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

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

2: Number out

1: Number out

2: Number in

```
<%=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: Number out

0: Number in

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

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