```
node 504
                                                           if(<\$=a0\$> === active \&\& <\$=a1\$>!==null \&\& <\$=a1\$>!==undefined) {<\$=a3\$> = <\$=a1\$>(<\$=a2\$>);}
                               node 413
                 <%=a0%>=theInterface.theNumber;
                                                                                                         0: Activation in
                                                                                          1: {{a: Number, b: Number} -> Number} in
                            0: Number out
                                                                                                  2: {a: Number, b: Number} in
                    0: Number out Number out 0: Number out
                                                                                                           3: Number out
                                                                      3: Nuntber: outumber, b: Number in
                                                                                                                  1: {{a: Number} in
                                                    edge_522
                          edge 521
                                                                                            edge 507
                                                                                                                  edge_506
                                    edge 523
                                                                     edge 508
                                                       2.b
                                                                               0:{a: Number, b: Number} out
                                                                                                                  0: {{a: Number, b: Number} -> Number} out
                                node 4650: Number in
          node 455
                                                               node_461
                                                                                                              node 497
         #resultof$+$!
                                                               \{a:\$b:\$\}
                               #resultof$+$?
                                                                                                       <%=a0%> = addition;
        0: Number out
                               0: Number in
                                                      0: {a: Number, b: Number} out
         1: Number in
                               1: Number in
                                                              1: Number in
                                                                                          0: {{a: Number, b: Number} -> Number} out
                     1: Number in 2: ?
                                                                  2: ?
             2: ?
                                        1: Number in
0: Number out
                                                      1: Number in: a
                                                                                                                                            edge_505
                                   edge_527
                                                                   edge_528
                                                    edge 529
                              3: Number out 3: Number out
                                                                   3: Number out
                                                              node 499
            if(<\$=a0\$> === active \&\& <\$=a1\$>!==null \&\& <\$=a1\$>!==undefined) {<\$=a3\$> = <\$=a1\$>(<\$=a2\$>);}
                                                          0: Activation in
                                                      1: {Void -> Number} in
                                                             2: Void in
                                                           3: Number out
                                                       12{Woidl-in Number} in Activation in
      edge_492
                                                               edge_502
                                                                              edge_501
                                                                                              edge_500
                                                             O::{Woid!out Number} out
                                                                                         0: Activation out
                                                                                                          0: Activation out /
                                                                                node 495
                                                                                                             node 486
                         node 415
                                                        node_436
            theInterface.theResult=<%=a0%>;
                                                                           <%=a0%> = return1;
                                                                                                        <%=a0%> = active;
                                                          #ok!
                                                       0: Void out
                       0: Number in
                                                                        0: {Void -> Number} out
                                                                                                        0: Activation out
                                                                                         0: Activation out
                   0: Number in
                                                                                            edge_493
                              edge_525
          2: Number in
                          node_478
                                        0: Activation in
                        0: Activation in
```

1: ? 2: Number in