```
<%=a0%> = {};
<%=a0%>['0'] = <%=a1%>;
<%=a0%>['1'] = <%=a2%>;
```
0

```
<%=a1%> = <%=a0%>['sum'];
<%=a2%> = <%=a0%>['diff'];
```
0

1   *2*

1   *2*

0: out   *0: out*

2: in   *3: out*

0: in   *0: in*

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

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

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

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

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

0: in   *1: in*

0: out   *0: out*

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

```
<%=a0%> = cool;
```