

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

*0: Activation out*

1

*0: Activation in*

```
// We dont care about <%=a0%>, this is a fake receiver node
```

2

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

*0: Number out*

3

*0: Number in*

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