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

3: Number out *0: Activation in* *2: {a: Number, b: Number} in* *1: {{a: Number, b: Number} -> Number} in*

0: Number in *0: {a: Number, b: Number} out* *0: Activation out* *0: {{a: Number, b: Number} -> Number} out*

```
theInterface.theResult=<%=a0%>;        {a:$b:$}        <%=a0%> = active;        <%=a0%> = addition;
```

1: Number in: a *2: Number in: b*

0: Number out   *0: Number out*

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