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

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

*1*  *3*  *0*  *2*  *0*  *3*  *1*

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

<%=a0%> = return1;

*1: a*  *0*  *0: Activation out*  *0: Activation out*  <%=a0%> = active;  <%=a0%> = addition;

{a:$b:$}

*0: Activation out*

*2: b*  *0: Activation in*  *2*

*0*

<%=a0%>=theInterface.theNumber;

$=$

*1*

*0*

theInterface.theResult=<%=a0%>;