

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

*0: Number out*

*3*

*2: Number in*

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

*0: Activation in*

*1: {Number} in*

*4*

*0: {Number -> Number} out*

*0: Number in*

```
<%=a0%> = addOne;
```

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

*1*

*0: Activation out*

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

*2*