```
<%=a0%>=theInterface.theNumber;
```
0: out
0: in
```
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;   1: out
```
2: out
1: in

```
<%=a0%>=theInterface.theOther;
```
0: out
0: in
```
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;
```
2: out
1: out
2: in

```
<%=a0%> = active;
```
0: out
0: in

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

2: in 1: in

```
<%=a0%>=null;
if(<%=a0%>===null ){
    <%=a0%> = <%=a1%>;
} else if (<%=a1%> !== null){
throw ('error:multiple active assignments to the same signal <%=a0%> : '+<%=a0%> + ' and ' + <%=a1%>);
}if(<%=a0%>===null ){
    <%=a0%> = <%=a2%>;
} else if (<%=a2%> !== null){
throw ('error:multiple active assignments to the same signal <%=a0%> : '+<%=a0%> + ' and ' + <%=a2%>);
}
```
0: out
0: in
```
theInterface.theLast=<%=a0%>;
```

```
<%=a0%>=null;
if(<%=a0%>===null ){
    <%=a0%> = <%=a1%>;
} else if (<%=a1%> !== null){
throw ('error:multiple active assignments to the same signal <%=a0%> : '+<%=a0%> + ' and ' + <%=a1%>);
}if(<%=a0%>===null ){
    <%=a0%> = <%=a2%>;
} else if (<%=a2%> !== null){
throw ('error:multiple active assignments to the same signal <%=a0%> : '+<%=a0%> + ' and ' + <%=a2%>);
}
```
0: out
0: in
```
theInterface.theResult=<%=a0%>;
```