```
if(<%=a0%> === active) {
nextState['state_7811'] = <%=a1%>;
}
```

1   *0*

0   *0: [object Object]*

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

```
if(<%=a0%> === active) {
<%=a1%> = previousState['state_7811'];
}
```

0   *1*

0: [object Object]   *0*

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

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