```
        <%=a0%> = {};
<%=a0%>['a'] = <%=a1%>;
<%=a0%>['b'] = <%=a2%>;
```
0: {a: Number, b: Number} out

1: Number in   2: Number in

0: Number out   0: Number out

2: {a: Number, b: Number} in

```
    <%=a0%> = 9;      if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
```

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

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

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