

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

*3: Number out* *0: Activation in* *Number* *1: Number* *2: Number* *in* *b: Number* *in* *b: Number* *-> Number* *in*

*0: Number in*

*0: {a: Number, b: Number} out*

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

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

**{a:\$b:\$}**

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

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

*1: Number in: a* *2: Number in: b*

*0: Number out*

*0: Number out*

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

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