

```
<%=a0%> = {};  
<%=a0%>[ '0' ] = <%=a1%>;  
<%=a0%>[ '1' ] = <%=a2%>;
```

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

```
<%=a0%> = 1;
```

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

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

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

```
$=$
```

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

0: out

2

0: out

1

2: in

0

3: out

0: in

1: in

0: out

0: out

0: out

2: in

0: in

1: out

0: in