<%=a0%>=theInterface.theNumber;

0: Number out

3

2: Number in

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

0: Activation in   *1: {Number -> Number} in*   *2*

4

0: {Number -> Number} out   *0: Number in*

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

1

0: Activation out

<%=a0%> = active;