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

3   2   0   1

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

theInterface.theResult=<%=a0%>;   {a:$b:$}   <%=a0%> = active;   <%=a0%> = addition;

1: a   2: b

0   0

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