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

```
<%=a1%> = <%=a0%>['sum'];
<%=a0%> = <%=a0%>['diff'];
```
0

1 *2*

0: Number out   *0: Number out*   *2: {a: Number, b: Number} in*   *3: {sum: Number, diff: Number} out*   *0: Number in*   *0: Number in*

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

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

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

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

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

1 *2*

0: Activation in   *1: {{a: Number, b: Number} -> {sum: Number, diff: Number}} in*

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

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

```
<%=a0%> = cool;
```