

```
if(<%=a0%> === active) {  
  <%=a1%> = previousState['state_2868'];  
}
```

1: a 2: b

{a:\$b:\$}

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

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

0: Activation in

2: {a: Number, b: Number} in 3: Number out

0: Number in

0: Activation out

theInterface=<%=a0%>;

0: Activation in

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

<%=a0%> = active;

<%=a0%> = addition;

0: Activation in

1: Number in

0: Number out

<%=a0%>=theArgs.a;

```
if(<%=a0%> === active) {  
  nextState['state_2868'] = <%=a1%>;  
}
```

0: Activation in

0: {a: Number, b: Number} -> Number} in

0: Activation out

<%=a0%>=theArgs.a;