

node\_382  
3  
<%=a0%=theInterface.theNumber;

node\_383  
1  
<%=a0%=theInterface.theOther;

node\_415  
0  
<%=a0% = active;

node\_486  
4  
<%=a1% = <%=a0%>;  
<%=a2% = <%=a0%>;

node\_494  
2  
<%=a1% = <%=a0%>;  
<%=a2% = <%=a0%>;

node\_490  
7  
    <%=a0%=null;  
    if(<%=a0%===null ){  
        <%=a0% = <%=a1%>;  
    } else if (<%=a1% != null){  
throw('error:multiple active assignment to the same interaction');  
    }if(<%=a0%===null ){  
        <%=a0% = <%=a2%>;  
    } else if (<%=a2% != null){  
throw('error:multiple active assignment to the same interaction');  
    }  
}

node\_498  
5  
    <%=a0%=null;  
    if(<%=a0%===null ){  
        <%=a0% = <%=a1%>;  
    } else if (<%=a1% != null){  
throw('error:multiple active assignment to the same interaction');  
    }if(<%=a0%===null ){  
        <%=a0% = <%=a2%>;  
    } else if (<%=a2% != null){  
throw('error:multiple active assignment to the same interaction');  
    }  
}

node\_385  
8  
theInterface.theLast=<%=a0%>;

node\_384  
6  
theInterface.theResult=<%=a0%>;

0  
edge\_487  
0

0  
edge\_495  
0

2  
edge\_493  
1

1  
edge\_500  
1

1  
edge\_496  
2

2  
edge\_501  
2

0  
edge\_491  
0

0  
edge\_499  
0