

```
<%=a0%> = 1;
```

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

0

1:0

0

2

3

0

1

0

{0:\$1:\$}

2:1

0

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

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

```
<%=a0%> = addition;
```

\$=\$

1

0

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