

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

1: {Void -> Number} in

0: {Void -> Number} out

```
<%=a0%> = return1;
```

3: Number out0: Activation in

1: Number in: a

{a:\$b:\$}

2: Number in: b

0: Number out

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

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

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

3: Number out0: Activation in

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

0: Activation out

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

0: Activation out

0: Activation in

2: Number in

\$=\$

1: Number out

0: Number in

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

0: Activation out

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

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