

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

0: Number out

3

2: Number in

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

0: Activation in

1: {Number->Number} in

4

0: {Number->Number} out

0: Number in

```
<%=a0%> = addOne;
```

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

1

0: Activation out

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

2