```
<%=a0%>=theInterface.theNumber;
                                         0: Number out
                                        1: Number in
                        0: {a: Number, b: Number} out
                             2: {a: Number, b: Number} in
if(<\$=a0\$> === active \&\& <\$=a1\$>!==null \&\& <\$=a1\$>!==undefined) {<\$=a3\$> = <\$=a1\$>(<\$=a2\$>);}
                            0: Activation in
                                                 1:3{{Number}bentb: Number} -> Number} in
          0: {{a: Number, b: Number} -> Number} out
                                                               0: Number in
                                <%=a0%> = addition;
                                                          theInterface.theResult=<%=a0%>;
             0: Activation out
                 <%=a0%> = active;
```

0: Number out

<%=a0%>=theInterface.theOther;