node_62
0
<%=a0%>=theInterface.theNumber;

node_63
0
theInterface.theResult=<%=a0%>;

0

0

edge_114

edge_115

2

3

node_100
0
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}

0

1

edge_101

edge_102

0

0

node_95
0
<%=a0%> = active;

node_98
0
<%=a0%> = identity;