

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

2

3

0

1

0

0

0: Activation out

0: {Number -> Number} out

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

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

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

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