node_3793
theInterface.valueLabel.text=<%=a0%>;
0: Text in
node_4315
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
0: Activation in
1: {Number -> Text} in
2: Number in
3: Text out
node_4286
<%=a0%> = toString;
0: {Number -> Text} out
node_4246
<%=a0%> = active;
0: Activation out
node_4533
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;
<%=a3%> = <%=a0%>;
<%=a4%> = <%=a0%>;
<%=a5%> = <%=a0%>;
<%=a6%> = <%=a0%>;
<%=a7%> = <%=a0%>;
<%=a8%> = <%=a0%>;
<%=a9%> = <%=a0%>;
<%=a10%> = <%=a0%>;
<%=a11%> = <%=a0%>;
<%=a12%> = <%=a0%>;
<%=a13%> = <%=a0%>;
<%=a14%> = <%=a0%>;
<%=a15%> = <%=a0%>;
<%=a16%> = <%=a0%>;
0: Activation in
1: Activation out
2: Activation out
3: Activation out
4: Activation out
5: Activation out
6: Activation out
7: Activation out
8: Activation out
9: Activation out
10: Activation out
11: Activation out
12: Activation out
13: Activation out
14: Activation out
15: Activation out
16: Activation out
node_4483
<%=a0%> = {};
<%=a0%>['cond'] = <%=a1%>;
<%=a0%>['source'] = <%=a2%>;
0: {cond: Boolean, source: Activation} out
1: Boolean in
2: Activation in
node_4350
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
0: Activation in
1: {{cond: Boolean, source: Activation} -> {a: Activation, b: Activation}} in
2: {cond: Boolean, source: Activation} in
3: {a: Activation, b: Activation} out
node_4487
<%=a1%> = <%=a0%>['a'];
<%=a2%> = <%=a0%>['b'];
0: {a: Activation, b: Activation} in
1: Activation out
2: Activation out
node_4518
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}
0: Activation in
1: Number out
2: Number in
node_4595
<%=a0%>=null;
if(<%=a0%>===null){
<%=a0%> = <%=a1%>;
} else if (<%=a1%> !== null){
throw new Error('Multiple active assignments to the same signal <%=a0%> : '+<%=a0%> + ' and ' + <%=a1%>);
}if(<%=a0%>===null){
<%=a0%> = <%=a2%>;
} else if (<%=a2%> !== null){
throw new Error('Multiple active assignments to the same signal <%=a0%> : '+<%=a0%> + ' and ' + <%=a2%>);
}
0: Number out
1: Number in
2: Number in
node_4523
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}
0: Activation in
1: Number out
2: Number in
node_4591
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;
0: Number in
1: Number out
2: Number out
node_4491
<%=a1%> = <%=a0%>['a'];
<%=a2%> = <%=a0%>['b'];
0: {a: Activation, b: Activation} in
1: Activation out
2: Activation out
node_4529
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}
0: Activation in
1: Number out
2: Number in
node_4364
if(<%=a0%> === active) {
nextState['state_4360'] = <%=a1%>;
}
0: Activation in
1: Number in
node_4330
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
0: Activation in
1: {Number -> Boolean} in
2: Number in
3: Boolean out
node_4335
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
0: Activation in
1: {Boolean -> Boolean} in
2: Boolean in
3: Boolean out
node_4475
<%=a0%> = {};
<%=a0%>['cond'] = <%=a1%>;
<%=a0%>['source'] = <%=a2%>;
0: {cond: Boolean, source: Activation} out
1: Boolean in
2: Activation in
node_4340
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
0: Activation in
1: {{cond: Boolean, source: Activation} -> {a: Activation, b: Activation}} in
2: {cond: Boolean, source: Activation} in
3: {a: Activation, b: Activation} out
node_4479
<%=a1%> = <%=a0%>['a'];
<%=a2%> = <%=a0%>['b'];
0: {a: Activation, b: Activation} in
1: Activation out
2: Activation out
node_4509
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}
0: Activation in
1: Number out
2: Number in
node_4505
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}
0: Activation in
1: Number out
2: Number in
node_4313
<%=a0%> = -;
0: Text out
node_4311
<%=a0%> = +;
0: Text out
node_3798
theInterface.valueManipulation.incrementButton.text=<%=a0%>;
0: Text in
node_4308
<%=a0%> = 0;
0: Number out
node_4587
<%=a0%>=null;
if(<%=a0%>===null){
<%=a0%> = <%=a1%>;
} else if (<%=a1%> !== null){
throw new Error('Multiple active assignments to the same signal <%=a0%> : '+<%=a0%> + ' and ' + <%=a1%>);
}if(<%=a0%>===null){
<%=a0%> = <%=a2%>;
} else if (<%=a2%> !== null){
throw new Error('Multiple active assignments to the same signal <%=a0%> : '+<%=a0%> + ' and ' + <%=a2%>);
}
0: Number out
1: Number in
2: Number in
node_4302
<%=a0%> = 1;
0: Number out
node_4559
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;
0: Number in
1: Number out
2: Number out
node_4371
if(<%=a0%> === active) {
nextState['state_4367'] = <%=a1%>;
}
0: Activation in
1: Number in
node_4300
<%=a0%> = all;
0: {Activation -> {a: Activation, b: Activation}} out
node_4368
if(<%=a0%> === active) {
<%=a1%> = previousState['state_4367'];
}
0: Activation in
1: Number out
node_4297
<%=a0%> = whenThenElse;
0: {{cond: Boolean, source: Activation} -> {a: Activation, b: Activation}} out
node_4361
if(<%=a0%> === active) {
<%=a1%> = previousState['state_4360'];
}
0: Activation in
1: Number out
node_4555
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;
0: {{cond: Boolean, source: Activation} -> {a: Activation, b: Activation}} in
1: {{cond: Boolean, source: Activation} -> {a: Activation, b: Activation}} out
2: {{cond: Boolean, source: Activation} -> {a: Activation, b: Activation}} out
node_4563
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;
0: Number in
1: Number out
2: Number out
node_4295
<%=a0%> = boolNot;
0: {Boolean -> Boolean} out
node_4470
<%=a0%> = {};
<%=a0%>['a'] = <%=a1%>;
<%=a0%>['b'] = <%=a2%>;
0: {a: Number, b: Number} out
1: Number in
2: Number in
node_4292
<%=a0%> = isActive;
0: {Number -> Boolean} out
node_4567
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;
0: {a: Number, b: Number} in
1: {a: Number, b: Number} out
2: {a: Number, b: Number} out
node_4551
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;
0: {Number -> Boolean} in
1: {Number -> Boolean} out
2: {Number -> Boolean} out
node_4355
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
0: Activation in
1: {Activation -> {a: Activation, b: Activation}} in
2: Activation in
3: {a: Activation, b: Activation} out
node_4290
<%=a0%> = substraction;
0: {{a: Number, b: Number} -> Number} out
node_4288
<%=a0%> = addition;
0: {{a: Number, b: Number} -> Number} out
node_4320
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
0: Activation in
1: {{a: Number, b: Number} -> Number} in
2: {a: Number, b: Number} in
3: Number out
node_3808
<%=a0%>=theInterface.valueManipulation.decrementButton.click;
0: Activation out
node_4500
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}
0: Activation in
1: Number out
2: Number in
node_4579
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;
0: Number in
1: Number out
2: Number out
node_4325
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
0: Activation in
1: {{a: Number, b: Number} -> Number} in
2: {a: Number, b: Number} in
3: Number out
node_3806
theInterface.valueManipulation.decrementButton.text=<%=a0%>;
0: Text in
node_3800
<%=a0%>=theInterface.valueManipulation.incrementButton.click;
0: Activation out
node_4495
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}
0: Activation in
1: Number out
2: Number in
node_4571
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;
0: Number in
1: Number out
2: Number out
node_4583
<%=a0%>=null;
if(<%=a0%>===null){
<%=a0%> = <%=a1%>;
} else if (<%=a1%> !== null){
throw new Error('Multiple active assignments to the same signal <%=a0%> : '+<%=a0%> + ' and ' + <%=a1%>);
}if(<%=a0%>===null){
<%=a0%> = <%=a2%>;
} else if (<%=a2%> !== null){
throw new Error('Multiple active assignments to the same signal <%=a0%> : '+<%=a0%> + ' and ' + <%=a2%>);
}
0: Number out
1: Number in
2: Number in
node_4513
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}
0: Activation in
1: Number out
2: Number in
node_4575
<%=a0%>=null;
if(<%=a0%>===null){
<%=a0%> = <%=a1%>;
} else if (<%=a1%> !== null){
throw new Error('Multiple active assignments to the same signal <%=a0%> : '+<%=a0%> + ' and ' + <%=a1%>);
}if(<%=a0%>===null){
<%=a0%> = <%=a2%>;
} else if (<%=a2%> !== null){
throw new Error('Multiple active assignments to the same signal <%=a0%> : '+<%=a0%> + ' and ' + <%=a2%>);
}
0: Number out
1: Number in
2: Number in
node_4345
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
0: Activation in
1: {Number -> Boolean} in
2: Number in
3: Boolean out