```
node_3793
theInterface.valueLabel.text=<%=a0%>;

0: Text in
```

0: Text in *edge_4432* *3: Text out*

```
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
```

2: Number in *1: {Number -> Text} in* *edge_4317* *0: {Number -> Text} out*

```
node_4286
<%=a0%> = toString;

0: {Number -> Text} out
```

14 *edge_4535*

```
node_4246
<%=a0%> = active;

0: Activation out
```

0: Activation out *15* *edge_4534* *1: 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
```

0: Activation in *7: Activation out* *3: Activation out* *8: Activation out* *1: Activation out* *9: Activation out* *14: Activation out* *2: Activation out* *12: Activation out* *13: Activation out* *15: Activation out* *6: Activation out* *10: Activation out*

```
node_4483
<%=a0%> = {};
<%=a0%>['cond'] = <%=a1%>;
<%=a0%>['source'] = <%=a2%>;

0: {cond: Boolean, source: Activation} out
1: Boolean in
2: Activation in
```

2: Activation in *edge_4550* *1: Boolean in* *edge_4542* *0: {cond: Boolean, source: Activation} out* *edge_4486* *45* *2: {cond: Boolean, source: Activation} in* *0: 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
```

53 *edge_4531* *54* *3: {a: Activation, b: Activation} out* *46* *edge_4490* *7: {{cond: Boolean, source: Activation} -> {a: Activation, b: Activation}} in* *0: {a: Activation, b: Activation} in*

```
node_4487
<%=a1%> = <%=a0%>['a'];
<%=a2%> = <%=a0%>['b'];

0: {a: Activation, b: Activation} in
1: Activation out
2: Activation out
```

2: Activation out *edge_4519* *47* *1: Activation out* *0: Activation in*

```
node_4518
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}

0: Activation in
1: Number out
2: Number in
```

edge_4545 *edge_4538* *1: Number out* *edge_4598* *2: Number in* *2: Number in* *edge_4539*

```
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
```

edge_4549 *1: Number in* *0: Number out* *edge_4596* *50* *2: Number in* *edge_4540*

```
node_4523
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}

0: Activation in
1: Number out
2: Number in
```

1: Number out *0: Activation in* *51* *edge_4592* *edge_4524* *0: Number in* *1: Activation out*

```
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

2: Number out *52* *edge_4594* *1: Number out* *2: Activation out* *edge_4593* *edge_4530* *0: {a: Activation, b: Activation} in* *24*

1: Number out *2: Number in* *0: Activation in* *1: Number in* *0: Activation in*

```
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
```

edge_4588 *edge_4546* *16* *edge_4547* *edge_4544*

0: Activation 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
```

1: {Number -> Boolean} in *2: Number in* *3: Boolean out* *25* *edge_4454* *0: Activation in* *2: Boolean in*

```
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
```

1: {Boolean -> Boolean} in *3: Boolean out* *edge_4476* *26* *1: Boolean in*

```
node_4475
<%=a0%> = {};
<%=a0%>['cond'] = <%=a1%>;
<%=a0%>['source'] = <%=a2%>;

0: {cond: Boolean, source: Activation} out
1: Boolean in
2: Activation in
```

2: Activation in *0: {cond: Boolean, source: Activation} out* *27* *edge_4478* *2: Activation in* *1: {cond: Boolean, source: 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
```

1: {{cond: Boolean, source: Activation} -> {a: Activation, b: Activation}} in *3: {a: Activation, b: Activation} out* *edge_4482* *28* *0: {a: Activation, b: Activation} in*

```
node_4479
<%=a1%> = <%=a0%>['a'];
<%=a2%> = <%=a0%>['b'];

0: {a: Activation, b: Activation} in
1: Activation out
2: Activation out
```

1: Activation out *2: Activation out* *29* *edge_4510* *0: Activation in*

```
node_4509
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}

0: Activation in
1: Number out
2: Number in
```

edge_4506 *2: Number in* *1: Number out* *30* *0: Activation in*

```
node_4505
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}

0: Activation in
1: Number out
2: Number in
```

edge_4590 *2: Number in* *edge_4508* *1: Number out* *31* *edge_4589* *0: Number out* *1: Number in* *2: Number in*

```
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
```

edge_4537 *edge_4337* *0: Number out*

```
node_4308
<%=a0%> = 0;

0: Number out
```

edge_4557 *edge_4553* *3*

```
node_4302
<%=a0%> = 1;

0: Number out
```

0: Number out *edge_4560* *4* *0: Number in*

```
node_4559
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;

0: Number in
1: Number out
2: Number out
```

edge_4566 *2: Number out* *1: Number out* *edge_4561* *5*

0: Activation in *1: Number in*

```
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

edge_4541 *0: {Activation -> {a: Activation, b: Activation}} out* *6* *edge_4484* *44* *0: Activation in* *17* *1: Number 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

edge_4514 *0: {{cond: Boolean, source: Activation} -> {a: Activation, b: Activation}} out* *edge_4562* *7* *48* *0: Activation in* *18* *0: {{cond: Boolean, source: Activation} -> {a: Activation, b: Activation}} in* *1: {{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

49 *edge_4597* *1: Number out* *19* *edge_4564* *0: Number in* *2: Number out* *8* *0: {Boolean -> Boolean} out*

```
node_4563
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;

0: Number in
1: Number out
2: Number out
```

edge_4357 *1: Number out* *20* *edge_4565* *1: Number in* *2: Number in*

```
node_4470
<%=a0%> = {};
<%=a0%>['a'] = <%=a1%>;
<%=a0%>['b'] = <%=a2%>;

0: {a: Number, b: Number} out
1: Number in
2: Number in
```

node_4295
<%=a0%> = boolNot;
0: {Boolean -> Boolean} out

9

node_4292
<%=a0%> = isActive;
0: {Number -> Boolean} out

32 *0: {Number -> Boolean} out* *edge_4552* *10* *0: {Number -> Boolean} in* *1: {Number -> Boolean} out*

edge_4423 *0: {a: Number, b: Number} out* *21* *edge_4568* *0: {a: Number, b: Number} in*

```
node_4567
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;

0: {a: Number, b: Number} in
1: {a: Number, b: Number} out
2: {a: Number, b: Number} out
```

2: {a: Number, b: Number} out *edge_4536* *edge_4452* *1: {a: Number, b: Number} out* *22*

node_4551
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;
0: {Number -> Boolean} in
1: {Number -> Boolean} out
2: {Number -> Boolean} out

11

node_4290
<%=a0%> = substraction;
0: {{a: Number, b: Number} -> Number} out

0: {{a: Number, b: Number} -> Number} out

node_4313
<%=a0%> = -;
0: Text out

0: Text out *1* *node_4311*
<%=a0%> = +;
0: Text out

0: Text out *edge_4415* *2* *0: Text in*

```
node_3798
theInterface.valueManipulation.incrementButton.text=<%=a0%>;

0: Text in
```

3: {a: Activation, b: Activation} out *0: Activation in* *2: Activation in*

```
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
```

1: {Activation -> {a: Activation, b: Activation}} in *edge_4569* *12*

node_4288
<%=a0%> = addition;
0: {{a: Number, b: Number} -> Number} out

0: {{a: Number, b: Number} -> Number} out *edge_4322* *1: {{a: Number, b: Number} -> Number} in* *0: Activation in* *2: {a: Number, b: Number} in*

```
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
```

edge_4570 *edge_4327* *3: Number out* *34*

```
node_3808
<%=a0%>=theInterface.valueManipulation.decrementButton.click;

0: Activation out
```

0: Activation out *35* *edge_4501* *0: Activation in*

```
node_4500
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}

0: Activation in
1: Number out
2: Number in
```

33 *2: Number in* *edge_4504* *1: Number out* *36* *edge_4580* *0: Number in*

```
node_4579
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;

0: Number in
1: Number out
2: Number out
```

2: {a: Number, b: Number} in *edge_4562* *0: Activation in* *3: Number out* *edge_4499* *2: Number out* *1: 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
```

edge_4554 *0: Text in* *37*

```
node_3806
theInterface.valueManipulation.decrementButton.text=<%=a0%>;

0: Text in
```

38

```
node_3800
<%=a0%>=theInterface.valueManipulation.incrementButton.click;

0: Activation out
```

0: Activation out *edge_4496* *39* *0: Activation in* *edge_4586* *2: Number in* *edge_4581*

```
node_4495
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}

0: Activation in
1: Number out
2: Number in
```

1: Number out *edge_4572* *40* *0: Number in*

```
node_4571
<%=a1%> = <%=a0%>;
<%=a2%> = <%=a0%>;

0: Number in
1: Number out
2: Number out
```

1: Number out *2: Number out* *41* *edge_4585* *1: Number in* *2: Number in*

```
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
```

edge_4578 *0: Number out* *edge_4584* *42* *2: Number in* *1: 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
```

1: Number out *2: Number in* *0: Activation in* *0: Text in* *edge_4588* *0: Number out* *43* *edge_4576* *2: Number out*

```
node_4513
if(<%=a0%> !== inactive) {<%=a1%> = <%=a2%>;}

0: Activation in
1: Number out
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
```

3: Boolean out *1: {Number -> Boolean} in* *0: Activation in*