

```
node fail_to(val_in: real, alt_val: real, fail_occurred: bool) returns (val_out: real);  
let  
    val_out = if (fail_occurred) then alt_val else val_in;  
tel;
```

```
node inverted_fail(val_in: bool, fail_occurred: bool) returns (val_out:bool);  
let  
    val_out = if fail_occurred then not(val_in) else val_in;  
tel;
```