

```
var a = 0;
```

```
var c = 0;
```

```
get(function onReq(req) {
```

```
  var b = req.count;
```

```
  read(function add(v) {
```

```
    a += b + c + v;
```

```
    update(a, function end(updt) {
```

```
      c = updt;
```

```
    });
```

```
  });
```

```
});
```

flx main

```
var a = 0;  
var c = 0;  
get(>> onReq);
```

flx onReq

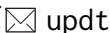
```
var b = req.count;  
read(-> add);
```

flx add

```
a += b + c + v;  
update(a, -> end);
```

flx end

```
c = updt;
```



grp\_c