

```

function* () {
  while (true) {
    var x = sync({
      waitFor: 'number'
    })
    if (isMultipleOfThree(x)) {
      sync({
        request: 'good',
        waitFor: 'bad'
      })
    } else {
      sync({
        request: 'bad',
        block: 'good'
      })
    }
  }
}

```

Of particular importance are these **sync()** calls that allow a module to peek at other modules and control their execution.

Let's take a look at a simple program that takes as input a number x and decides whether it is a multiple of 3:

```
const x = readInput();  
if (isMultipleOfThree(x)) {  
    return true;  
} else {  
    return false;  
}
```

Now let's imagine that we want to change this program to "also check whether it ends with the digit 5". To do this we can simply change our if statement to include this check:

```
const x = readInput();  
- if (isMultipleOfThree(x)) {  
+ if (isMultipleOfThree(x) && endsWithDigitFive(x)) {  
    return true;  
} else {  
    return false;  
}
```