

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

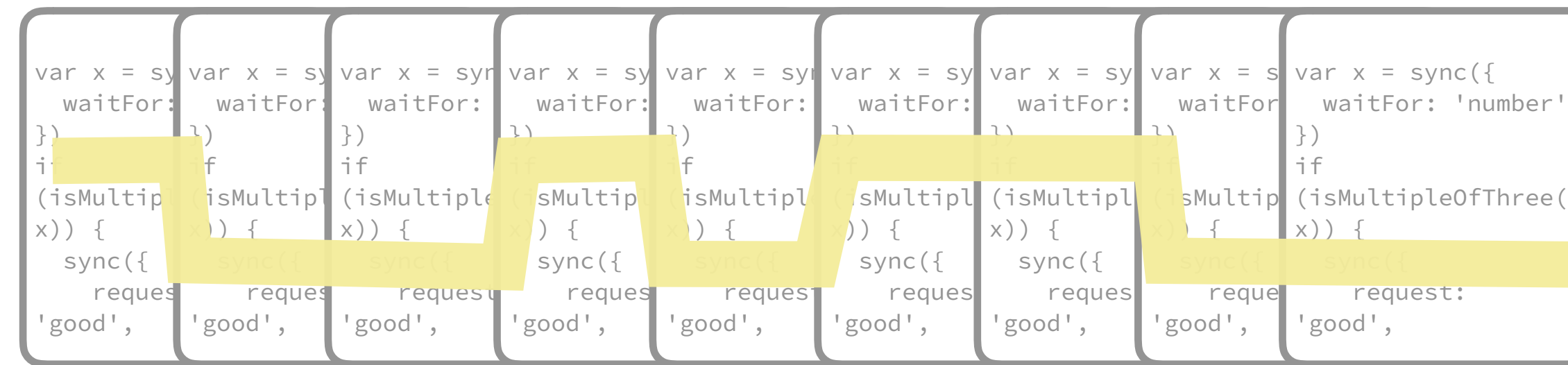
```
var x = sync({
  waitFor: 'number'
})
if (endsWithDigitFive(x)) {
  sync({
    request: 'good',
    waitFor: 'bad'
  })
} else {
  sync({
    request: 'bad',
    block: 'good'
  })
}
```



request: good, bad
block: good



✓ bad



Indirect Changes to other Modules

As goals are refined and requirements added to a program, or when bugs appear, rather than enhancing and often complicating existing modules, we strive to add new modules that precisely address the difference, or the gap, between the goals and the what the existing system accomplishes.

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})
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  })
} else {
  sync({
    request: 'bad',
    block: 'good'
  })
}
```

