**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;**