

```

node clicker(dir : int) returns (out : int);
let
    out = if dir ≥ 1
        then dir
        else if dir ≤ -1
            then dir
            else 0 → if pre out ≤ -1
                then (pre out) + 1
                else if pre out ≥ 1
                    then (pre out) - 1
                    else 0;
tel.

```