```
node add_two (a, b : real) returns (c : real) ;
  var v : real;
let
  v = a + b ;
  c = 1.0 -> if (pre c) > v then (pre c) else v
    ;
  --%PROPERTY (a > 0.0 and b > 0.0) => c > 0.0 ;
tel
```