

How does it work?

```
data SQLiteType = TEXT | INTEGER | REAL  
                  | NULLABLE SQLiteType
```

```
interpSql : SQLiteType -> Type
```

```
interpSql TEXT = String
```

```
interpSql INTEGER = Integer
```

```
interpSql REAL = Float
```

```
interpSql (NULLABLE x) = Maybe (interpSql x)
```