```
insert :: Ord a => a -> [a] -> [a]
  insert x = [x]
                                       [07
  insert x (y:ys) \mid x < y
                      = x:y:ys
                                       [1]
            isort :: Ord a => [a] -> [a]
                                  [4]
  isort [] = []
  isort (x:xs) = insert x (isort xs)
     isor+ [4,3,2]
   [3] = insert 4 (150rt [3,2])
  [3] = inset 4 (inset 3 (isot [2]))
[3] = inset 4 (inset 3 (inset 2 (isot [])))
[4] = inset 4 (inset 3 (inset 2 []))
[0] = inset 4 (inset 3 [2])
[2] = inset 4 (2:inset 3 [])
   [0] = insert 4 [2,3]
   [2] = 2: (msel 4 [3])
[2] = 2: (3: msel 4 [])
   [0] = 2:3:[4]
       = [2,3,4]
                LoJ
   qsort ∏= ∏
   qsort (x:xs) = qsort [y | y<-xs, y<x] ++ [y | y<-xs, y==x] ++ [x] ++ qsort [y | y<-xs, y>x] [ \land ]
   gsort [4,3,2]
[1]= gsort [3, 2]++ []++[h]++ gsort []
[O] = gsort [3,2]++[]++[4]++[]
    = gsor [3,2]++[4]
[1] = q sor [2] + + [] + + [3] + + q sord [] + + [4]
[0] = gson [2] ++ [] ++ [3] ++ [] ++ [4]
    = gson [2]++[3,4]
[1] = gson [] ++[] ++[2]++ gson []++[3,4]
[0]:[] ++[] ++[] ++[] ++[] ++[]
     = [2,3,4]
```