```
Maybe
   fmap id = map Maybe id
   map Maybe id Nothing = Nothing = id Nothing
   map Maybe id (Just a) = Just (id a) = Just a = id (Just a)
  : fmap id = id
  fmap (f. g) Nothing = mapMaybe (f.g) Nothing = Nothing #
  (fmap f. fmap g) Nothing = fmap f (fmap g Nothing)
                          = frap f (map Maybe of Nothing)
                           = fmap f Notherney
= Notherney
 frap (f.g) (Just a) = map Maybe
                                     (f.g) (Just a) = Just (f.g a)
 (fmap f. fmap g) (Swt a) = fmap f (fmap g (Swt a))
                          = fmap f (Just ( & g a ))
                           = map Maybe f (Just (g a))
                           = Just (figa))
                           = Just (f.ga)
.. fmap (f.g) = fmapf, fmapg
  Maybe 消耗足 Functor Low
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Either

fmap id = map Either id

map Either id (left c) = left c = id (left c)

map Either id (Right a) = Right (id a) = Right a = id (Right a)

fmap id = id

fmap (f.g) (left) map Either (f.g) (left c) = left c

(fmap f · fmap g) (left c) = fmap f (fmap g left c) = fmap f (left c)

= left c

fmap (f.g) (Right a) = map Either (f.g) (Right a) = Right (f.g a)

(fmap f · fmap g) (Right a) = fmap f (fmap g Right a)

= fmap f (fight a)

= Right (f (g a))

= Right (f.g a)

: fmap (f.g) = fmap f · fmap g

: Either if I E Functor Law
```