

Here is some apims code:

```

(nu list:rec list.
  1→2:1
  { Delete[[true]]:
    end,
    Insert[[true]]:
      1→2:1(Int);
      list,
    Lookup[[true]]:
      1→2:1(Int);
      2→1:2
      { NONE[[true]]:
        list,
        SOME[[true]]:
          2→1:2(Int);
          list
        }
      } )

( def List=
  link(2,list,s,2);
  ( List()
  | def NIL(this: rec list.
    1>>
    { Delete:
      end,
      Insert:
        1>>(Int);
        list,
      Lookup:
        1>>(Int);
        2<<
        { NONE:
          list,
          SOME:
            2<<(Int);
            list
          }
        }
      }@ (2 of 2))=

  this[1]>>
  { Delete:
    end,
    Insert:
      this[1]>>val;
      link(2,list,s,1);
    def CONS(this: rec list.

```

```

1>>
{ Delete:
  end,
  Insert:
    1>> <Int>;
    list,
  Lookup:
    1>> <Int>;
    2<<
    { NONE:
      list,
      SOME:
        2<< <Int>;
        list
    }
}@(2 of 2),
next: rec list.
1<<
{ Delete:
  end,
  Insert:
    1<< <Int>;
    list,
  Lookup:
    1<< <Int>;
    2>>
    { NONE:
      list,
      SOME:
        2>> <Int>;
        list
    }
}@(1 of 2),
v: Int)=
this[1]>>
{ Delete:
  next[1]<< Delete;
  end,
  Insert:
  next[1]<< Insert;
  this[1]>>newVal;
  if (v <= newVal)
  then next[1]<<newVal;
    CONS(this, next, v)
  else next[1]<<v;
    CONS(this, next, newVal),

```

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Lookup:
this[1] >> pos;
if (pos <= 0)
then this[2] << SOME;
    this[2] << v;
    CONS(this, next, v)
else next[1] << Lookup;
    next[1] << (pos - 1);
    next[2] >>
    { NONE:
        this[2] << NONE;
        CONS(this, next, v),
      SOME:
        this[2] << SOME;
        next[2] >> val;
        this[2] << val;
        CONS(this, next, v)
    }
in CONS(this, s, val),
Lookup:
this[1] >> pos;
this[2] << NONE;
NIL(this)
in NIL(s)
)
in List()
| link(2, list, myList, 1);
myList[1] << Insert;
myList[1] << 5;
myList[1] << Insert;
myList[1] << 2;
myList[1] << Insert;
myList[1] << 7;
myList[1] << Insert;
myList[1] << 3;
myList[1] << Lookup;
myList[1] << 2;
myList[2] >>
{ NONE:
    myList[1] << Delete;
  end,
  SOME:
    myList[2] >> val;
    myList[1] << Delete;
  end }
)

```