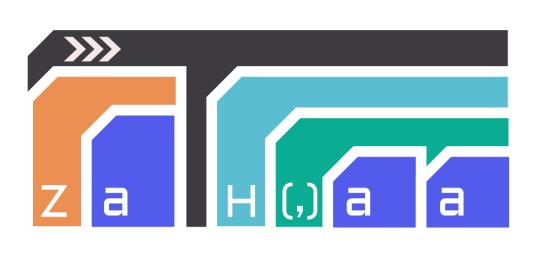
To Implement

zeroToHero :: Zero a -> Hero (a, a)



Your Result

zeroToHero :: Zera a -> Hero a



Code Editor

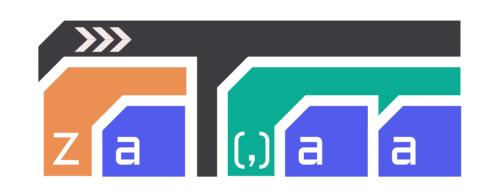
zeroToHero z = f1 z

Available Functions

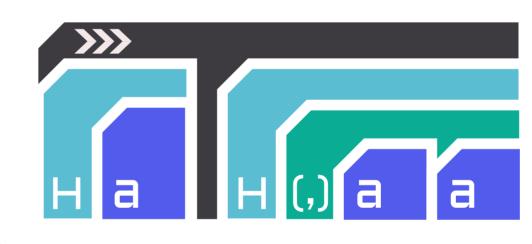
f1 :: Zero a -> Hero a



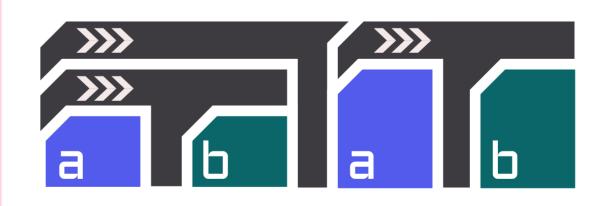
f2 :: Zero a -> (a, a)



f3 :: Hero a -> Hero (a, a)



(\$) :: (a -> b) -> a -> b



(\$) :: (b -> c) -> (a -> b) -> (a -> c)

