```
GHCi, version 9.4.8: https://www.haskell.org/ghc/
                                                      :? for help
                                                                           data BinTree = Leaf | Label Int BinTree BinTree
qhci> :t fmap
fmap :: Functor f \Rightarrow (a \rightarrow b) \rightarrow f a \rightarrow f b
                                                                           depth :: (Num a, Ord a) => BinTree -> a
ghci> :t (reverse [1..10])
                                                                           depth Leaf = 0
(reverse [1..10]) :: (Num a, Enum a) \Rightarrow [a]
ghci>
                                                                           depth (Label a l r) = 1 + max (depth l) (depth r)
                                                                           isEven :: (Eq a, Num a) => a -> Bool
                                                                           isEven 0 = True
                                                                           isEven n = isOdd (n - 1)
```