

```
sum [] = 0
```

```
sum (x:xs) = x + sum xs
```

```
isEven x = x `div` 2 == 0
```

```
sumEvens l =
```

```
  let evens = filter isEven
```

```
  in sum evens
```



The expression **evens** can have two conflicting types



sum

evens

## Conflicting types

Possible type 1

evens :: [Int]

*Inferred from the orange highlights on the left side*

Possible type 2

evens :: [Int] → [Int]

*Inferred from the blue highlights on the left side*

## Relevant type information

sum :: [Int] → Int

*Inferred from the orange highlights on the left side*

filter :: (a → Bool) → [a] → [a]

*Imported from prelude*