

```
sum [] = 0
```


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

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

```
sumEvens l =
```

```
  let evens = filter isEven
```

```
  in sum evens
```

 is identical to  (step )



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



sum

1 2 3 4

evens

5 6 7



## 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