

A. Haskell Program

```
1 f :: Char
2 f = '3'
3 g :: Int
4 g = f
```

B. Generated Constraints

$t_f = \text{Char}$
 $t_f = \text{Char}$
 $t_g = \text{Int}$
 $t_g = V_f$

C. MUSes, MCSes and MSSes

$\text{MUS}_1: \{ t_f = \text{Char} \quad t_g = \text{Int} \quad t_g = V_f \}$

$\text{MUS}_2: \{ t_f = \text{Char} \quad t_g = \text{Int} \quad t_g = V_f \}$

$\text{MCS}_1: \{ t_f = \text{Char} \quad t_f = \text{Char} \}$

$\text{MCS}_2: \{ t_g = \text{Int} \}$

$\text{MCS}_3: \{ t_g = V_f \}$

$\text{MSS}_1: \{ t_g = \text{Int} \quad t_g = V_f \}$

$\text{MSS}_2: \{ t_f = \text{Char} \quad t_f = \text{Char} \quad t_g = V_f \}$

$\text{MSS}_3: \{ t_f = \text{Char} \quad t_f = \text{Char} \quad t_g = \text{Int} \}$