

A. Haskell Program

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

B. Generated Constraints

```
tf = Char
tf = Char
tg = Int
tg = Vf
```

C. MUSes, MCSes and MSSes

MUS₁: { t_f = Char t_g = Int t_g = V_f }

MUS₂: { t_f = Char t_g = Int t_g = V_f }

MCS₁: { t_f = Char t_f = Char }

MCS₂: { t_g = Int }

MCS₃: { t_g = V_f }

MSS₁: { t_g = Int t_g = V_f }

MSS₂: { t_f = Char t_f = Char t_g = V_f }

MSS₃: { t_f = Char t_f = Char t_g = Int }