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| ID | Title and post link | ChatGPT Answer | Overall Labels |
| 75253475 | ModalBottomSheetRoute' is imported from both 'package:flutter/src/material/bottom\_sheet.dart' and package:modal\_bottom\_sheet  <https://stackoverflow.com/questions/74751803/error-modalbottomsheetroute-is-imported-from-both> | This error message is telling you that there is a naming conflict in your Flutter project, specifically with the **ModalBottomSheetRoute** class. *[Incorrect (Concept), Incorrect (Factual), Inconsistent (Concept), Inconsistent (Factual)]*. This class is imported from two different packages, which can cause issues because the compiler doesn't know which one to use. *[Inconsistent (Factual)]*.  To fix this error, you can try one of the following solutions: *[Inconsistent (Number of Solutions)]*   1. Remove one of the imports - you can remove either 'package:flutter/src/material/bottom\_sheet.dart' or 'package:modal\_bottom\_sheet/src/bottom\_sheet\_route.dart' from your file depending on which package you want to use. 2. Use the fully qualified class name - instead of importing the class directly, you can use its fully qualified name every time you use it. For example, if you want to use the **ModalBottomSheetRoute** from the **flutter/src/material/bottom\_sheet.dart** package, you can use **flutter.src.material.bottom\_sheet.ModalBottomSheetRoute** instead of just **ModalBottomSheetRoute**. 3. Rename the class - if you have control over the conflicting class, you can rename it to something unique to avoid the conflict. *[Incorrect (Concept), Incorrect (Factual), Inconsistent (Concept), Inconsistent (Factual)]*   Once you have resolved the naming conflict, you should be able to use the **ModalBottomSheetRoute** class without any issues. *[Incorrect (Concept), Inconsistent (Concept), Not Concise (Excess)]* | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Not Concise |
| 75255056 | EF Core Single vs. Split Queries  <https://stackoverflow.com/questions/75255056/ef-core-single-vs-split-queries> | EF Core's single vs. split query execution can have a significant impact on query performance, and it's important to understand when to use each approach. *[Inconsistent (Factual)]*  The single query approach executes a single SQL query to fetch all the required data in one go. *[Not Concise (Redundant)]* This approach is usually faster and generates less database traffic but can cause performance issues when retrieving large amounts of data or when including multiple collections.  On the other hand, the split query approach executes multiple smaller SQL queries to fetch the required data. *[Not Concise (Redundant)]* This approach can be slower due to the overhead of executing multiple queries and generating more database traffic, but it can also be more efficient when dealing with large data sets or when including multiple collections.  As a general rule of thumb, you should use the split query approach when you need to include multiple collections, and the single query approach when dealing with a small amount of data or a single record. *[Incorrect (Factual), Inconsistent (Factual)]* However, there are some situations where it's beneficial to use split queries, even when dealing with a single record. For example, if you need to retrieve a large number of related entities that aren't needed all at once, split queries can help to reduce the memory footprint and improve query performance. *[Inconsistent (Factual)]*  It's important to note that the split query approach requires careful attention to query ordering, as noted in the documentation. When using Skip/Take, make sure to order the query by a unique property or combination of properties to avoid incorrect data being returned.  In terms of setting a default behavior, you can configure the default query splitting behavior in your DbContext's OnConfiguring method, like this:  ```arduino *[Incorrect (Terminology)]*  protected override void OnConfiguring(DbContextOptionsBuilder optionsBuilder) {  optionsBuilder.UseSqlServer("your\_connection\_string")  .UseQuerySplittingBehavior(QuerySplittingBehavior.SplitQuery); }  ```  This sets the default query splitting behavior to split queries. *[Not Concise (Redundant)]* You can still override this behavior on a per-query basis by using the AsSingleQuery or AsSplitQuery methods.  In conclusion, the choice between single and split query execution in EF Core depends on the specific use case and the amount of data being retrieved. *[Not Concise (Redundant)]* As a general rule of thumb, use the single query approach for small amounts of data or single records, and the split query approach when dealing with large amounts of data or multiple collections. When using split queries, pay careful attention to query ordering to avoid incorrect results. *[Not Concise (Redundant)]* | Partially Comprehensive  Usefulness (3)  --------------------  Partially Incorrect  Inconsistent  Not Concise |
| 75256506 | Warning: <Element /> is using incorrect casing. Use PascalCase for React components, or lowercase for HTML elements  <https://stackoverflow.com/questions/50497599/incorrect-casing-error-with-dynamically-rendered-component-in-react> | The issue with your code is that you are using lowercase letters for the component names, whereas React requires component names to start with a capital letter. *[Incorrect (Concept), Inconsistent (Concept)]* Therefore, you need to change the "type" property of your objects to have the first letter in uppercase. *[Incorrect (Concept), Inconsistent (Factual)]* Here's an updated version of your code with the corrected component names: *[Incorrect (Factual)]*  ```css  layout: {  toolbar: {  components: [  {  type: "Testcomp",  theme: "default",  data: "div1"  },  {  type: "Testcomp",  theme: "pro",  data: "div2"  },  ]  } }  ``` *[Inconsistent (Code)]*  And in the **render** method, you can create the components like this:  ```javascript  render() {  const toolbarComponents = userSession.layout.toolbar.components.map(Component => {  const ComponentType = Component.type;  return <ComponentType theme={Component.theme} data={Component.data} key={this.getKey()} />;  });   return (  <div>  <div className="toolbar">  toolbar  {toolbarComponents}  </div>  . . .  </div>  ); }  ``` *[Incorrect Code (Wrong Logic), Inconsistent (Code)]*  Note that we are now assigning the **Component.type** value to a variable with the first letter capitalized (**ComponentType**). This is necessary because JSX requires the component names to start with a capital letter. *[Not Concise (Redundant)]* | Partially Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Not Concise |
| 75256953 | "CoreContainer is either not initialized or shutting down" error while trying to create new Solr collection  <https://stackoverflow.com/questions/75256953/corecontainer-is-either-not-initialized-or-shutting-down-error-while-trying-to> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75259446 | Flutter: Getting below Exception , while accepting the location permissions  <https://stackoverflow.com/questions/75259446/flutter-getting-below-exception-while-accepting-the-location-permissions> | The error message "java.lang.IncompatibleClassChangeError: Found interface com.google.android.gms.location.SettingsClient, but class was expected" indicates that there is an incompatibility issue with the Google Play Services API version used by the location plugin and the one installed on the device.  To resolve this issue, you can try the following steps: *[Inconsistent (Number of Solutions)]*   1. Make sure that you have added the necessary permissions to your AndroidManifest.xml file for location services. *[Inconsistent (Concept)]* 2. Ensure that the Google Play Services API is up to date on the device. You can check for updates in the Play Store app. 3. Try updating the location plugin to the latest version. You can do this by running **flutter pub upgrade** in your project directory. 4. If none of the above steps work, you can try downgrading the version of the location plugin to a version that is compatible with the Google Play Services API installed on the device. You can find the compatible version of the plugin in the plugin's documentation or by checking the compatibility matrix of the Google Play Services API.   If you still face the issue, you can consider reaching out to the location plugin's support or raising a GitHub issue for the plugin. | Partially Comprehensive  Usefulness (3)  --------------------  Partially Correct  Inconsistent  Concise |
| 75259793 | No attribute "execute" error on connecting to PostgreSQL  <https://stackoverflow.com/questions/75259793/no-attribute-execute-error-on-connecting-to-postgresql> | The error you are encountering suggests that there might be an issue with the version of SQLAlchemy or PyODBC that you are using on PC2.  The fact that you were able to run the same code without errors on PC1 suggests that the issue might not be with the PostgreSQL server configuration, but with the software environment on PC2.  One possible explanation for the error is that there might be a compatibility issue between the version of SQLAlchemy you are using on PC2 and the version of PyODBC installed on your system. *[Incorrect (Concept), Inconsistent (Concept)]* Another possibility is that there might be a configuration issue in the way the engine is created or the way the connection is established.  To diagnose and resolve the issue, you can try the following steps: *[Inconsistent (Number of Solutions)]*   1. Check the versions of SQLAlchemy and PyODBC installed on PC1 and PC2 to see if there are any differences. 2. Try running the code with different versions of SQLAlchemy and PyODBC to see if the error persists. 3. Check the documentation for the version of SQLAlchemy you are using to make sure you are using the correct syntax for creating the engine and establishing the connection. 4. Try using a different method for executing the SQL query, such as using the **text** function to create the query as shown in your edit. 5. Check the PostgreSQL server logs to see if there are any errors or warnings related to the connection from PC2. 6. Check the network configuration on PC2 to make sure there are no firewall or network settings blocking the connection to the PostgreSQL server on PC1.   By trying these steps, you might be able to identify the root cause of the issue and find a solution. *[Not Concise (Excess)]* | Comprehensive  Usefulness (4)  --------------------  Partially Incorrect  Inconsistent  Not Concise |
| 75261466 | Unsupported Server Component type: undefined / next js 13  <https://stackoverflow.com/questions/75261466/unsupported-server-component-type-undefined-next-js-13> | This error typically occurs when a component that is meant to be rendered on the client-side is mistakenly imported into the server-side code.  In your example, the **Window** component is a client-side component, and it is being imported into the **Container** component, which is a server-side component. This is causing the **Unsupported Server Component type** error.  One solution to this issue is to separate the client-side and server-side code. You could move the **Window** component into a separate file and only import it into the client-side code. *[Inconsistent (Concept)]* For example:  ```javascript  // components/ClientWindow.js "use client"; export const ClientWindow = ({children})=>{  return children }  // components/Container.js 'use client'; export const Container = ({ children }) => {  return children; };  // page.js import {Container} from '../components/Container' import {ClientWindow} from '../components/ClientWindow'  export default function index() {  return (  <Container>  <ClientWindow>  <h1>12345</h1>  </ClientWindow>  </Container>  ) }  ``` *[Incorrect Code (Wrong API/Library/Function Usage), Inconsistent (Code)]*  Alternatively, you could use dynamic imports to load the client-side component only on the client-side. *[Inconsistent (Concept)]* For example:  ```javascript  // components/Container.js import dynamic from 'next/dynamic';  const DynamicWindow = dynamic(  () => import('./Window').then(mod => mod.Window),  { ssr: false } );  export const Container = ({ children }) => {  return (  <div>  {children}  <DynamicWindow />  </div>  ); };  // page.js import {Container} from '../components/Container'  export default function index() {  return (  <Container>  <h1>12345</h1>  </Container>  ) }  ``` *[Incorrect Code (Wrong API/Library/Function Usage), Inconsistent (Code)]*  Here, the **Window** component is loaded dynamically only on the client-side, using the **next/dynamic** function and the **{ ssr: false }** option. *[Not Concise (Redundant)]* This allows the code to work without errors. | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Not Concise |
| 75261815 | R Tools client: couldn't create connection to server. Launching server using command dotnet failed. Error: spawn dotnet ENOENT  <https://stackoverflow.com/questions/75261815/r-tools-client-couldnt-create-connection-to-server-launching-server-using-com> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75261877 | Jest encountered an unexpected token with Next.js and TypeScript when using createUserWithEmailAndPassword in firebase/auth  <https://stackoverflow.com/questions/75261877/jest-encountered-an-unexpected-token-with-next-js-and-typescript-when-using-crea> | The error message suggests that Jest is failing due to an unexpected 'export' token in the firebase/auth module, which is likely caused by the fact that your TypeScript configuration is set up to transpile your code to ES5, which does not support the 'export' statement. To fix this issue, you need to change the 'target' option in your tsconfig.json file from 'es5' to 'es6' or higher. *[Incorrect (Concept), Incorrect (Factual), Inconsistent (Factual)]*  Your updated tsconfig.json file should look like this:  ```json  {  "compilerOptions": {  "target": "es6",  "lib": ["dom", "dom.iterable", "esnext"],  "allowJs": true,  "skipLibCheck": true,  "strict": true,  "forceConsistentCasingInFileNames": true,  "noEmit": true,  "esModuleInterop": true,  "module": "esnext",  "moduleResolution": "node",  "resolveJsonModule": true,  "isolatedModules": true,  "jsx": "preserve",  "incremental": true  },  "include": ["next-env.d.ts", "\*\*/\*.ts", "\*\*/\*.tsx", "firebase.js"],  "exclude": ["node\_modules"] }  ```  Additionally, you may need to update the 'tsconfig.jest.json' file to extend the updated tsconfig.json file. Here's what the updated 'tsconfig.jest.json' file should look like *[Incorrect (Concept), Inconsistent (Concept)]*:  ```json  {  "extends": "./tsconfig.json",  "compilerOptions": {  "jsx": "react"  } }  ```  After making these changes, try running your Jest tests again to see if the issue has been resolved. | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Concise |
| 75263068 | Endless Waiting for a runner to pick up this job in github enterprise  <https://stackoverflow.com/questions/70959954/error-waiting-for-a-runner-to-pick-up-this-job-using-github-actions> | In GitHub Actions, a runner is an application that runs jobs in a GitHub Actions workflow. Runners can be hosted by GitHub or can be self-hosted, and are responsible for executing the actions defined in your workflow. The "Waiting for a runner to pick up this job" message means that GitHub Actions is currently waiting for an available runner to start running your job. *[Not Concise (Redundant)]*  Here are a few things you can try to resolve the issue:   1. Check that you have available runners: Make sure you have runners available in the repository where the workflow is running. You can check the runners available in your repository by navigating to the "Settings" tab and selecting "Actions" from the sidebar. 2. Ensure your workflow is properly configured: Make sure that your workflow is properly configured and is not missing any required inputs or steps. You can check your workflow file in the repository by navigating to the ".github/workflows/" directory. 3. Wait for a runner: If you have confirmed that you have available runners and your workflow is properly configured, you may need to wait a little longer for a runner to become available. GitHub Actions may experience occasional delays in provisioning runners during periods of high usage. 4. Try using self-hosted runners: If you continue to experience issues with GitHub-provided runners, you may want to consider setting up a self-hosted runner. This will give you more control over your runners and may provide better performance and reliability for your workflows. *[Incorrect (Concept), Inconsistent (Concept)]*   I hope this helps you resolve the issue with your GitHub Actions workflow. | Not Comprehensive  Usefulness (2)  --------------------  Incorrect  Inconsistent  Not Concise |
| 75263714 | ERR\_ABORTED 504 (Gateway Timeout) while importing a Stencil library in Vite in a Vue application  <https://stackoverflow.com/questions/75263714/err-aborted-504-gateway-timeout-while-importing-a-stencil-library-in-vite-in-a> | The error you're seeing is a "504 Gateway Timeout" error, which means that the server (in this case, Vite) is taking too long to respond to the request. This can happen for a variety of reasons, but it's usually caused by a slow network connection or a problem with the server configuration.  Based on the information you've provided, it's possible that the problem is caused by the lazy-loading behavior of Stencil. *[Inconsistent (Concept)]* When a component is lazy-loaded, it's not loaded until it's actually needed, which can cause delays in rendering. This could be causing Vite to time out while trying to load the component.  Here are a few things you can try to resolve the issue:   1. Increase the timeout value: You can try increasing the timeout value in Vite's configuration file to give it more time to load the component. To do this, create a **vite.config.js** file in the root of your project, and add the following code: *[Inconsistent (Concept)]*   ```javascript  export default {  server: {  proxy: {  timeout: 60000 // 1 minute  }  } }  ```  This will increase the timeout value to 1 minute, which should give Vite enough time to load the component.   1. Use a different import method: Instead of using the **defineCustomElements** method to load the component, you can try importing it directly using a dynamic import statement. *[Inconsistent (Concept)]* For example:   ```javascript  import { createApp } from 'vue'; import App from './App.vue';  createApp(App).mount('#app');  const checkerBoard = import('@arnab7/cheesejs/dist/checker-board/checker-board'); checkerBoard.then((module) => {  module.defineCustomElements(window); });  ```  This will load the component using a dynamic import statement, which may be more reliable than the **defineCustomElements** method.   1. Use a different server: If neither of the above solutions work, you can try using a different server instead of Vite. For example, you can try using webpack-dev-server or create-react-app's development server. However, this may require some additional setup, and may not be as fast as Vite. *[Inconsistent (Concept)]*   Hopefully one of these solutions will work for you. Good luck! | Partially Comprehensive  Usefulness (3)  --------------------  Partially Correct  Inconsistent  Concise |
| 75263861 | How to fix ICU Lexing Error: Unexpected character in Flutter  <https://stackoverflow.com/questions/75263861/how-to-fix-icu-lexing-error-unexpected-character-in-flutter> | To fix the ICU Lexing Error in Flutter when using flutter\_localizations, you need to properly escape special characters such as curly braces "{}" in your localized strings. *[Not Concise (Redundant)]*  To escape curly braces in your .arb files, you need to use double curly braces "{{" and "}}" instead of a single curly brace. This tells the ICU message format parser to treat the braces as literal characters instead of special format characters. *[Incorrect (Factual), Inconsistent (Factual)]*  For example, instead of writing:  ```json  {  "hello": "Hello {name}!" } ```  You should write:  ```json  {  "hello": "Hello {{name}}!" }  ``` *[Incorrect Code (Wrong Logic), Inconsistent (Code)]*  Note that you need to escape both opening and closing curly braces.  After making this change, you need to rebuild your localization files by running the **flutter pub get** and **flutter pub run intl\_translation:generate\_from\_arb** commands again.  If you still encounter the ICU Lexing Error after properly escaping curly braces, make sure to check for any other special characters in your strings that may need to be escaped, such as "|" or "()" parentheses.  If the issue persists, you can try downgrading to an earlier version of Flutter or the flutter\_localizations package until the issue is resolved. | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Not Concise |
| 75264053 | Angular 11 Module '"ngx-mask"' has no exported member 'NgxMaskModule'  <https://stackoverflow.com/questions/75264053/angular-11-module-ngx-mask-has-no-exported-member-ngxmaskmodule> | It seems like there is an issue with the import statement and configuration of ngx-mask in your Angular 11 project. *[Incorrect (Concept), Inconsistent (Concept)]*  Firstly, please make sure that you have added **NgxMaskModule** to the imports array of the module where you want to use it.  For example, if you want to use **NgxMaskModule** in your **AppModule**, you can add the following import statement:  ```typescript  import { NgxMaskModule } from 'ngx-mask';  @NgModule({  imports: [  NgxMaskModule.forRoot()  // ...  ],  // ... }) export class AppModule { }  ```  If you want to use **NgxMaskModule** in a child module of **AppModule**, you can add the following import statement:  ```typescript  import { NgxMaskModule } from 'ngx-mask';  @NgModule({  imports: [  NgxMaskModule.forChild()  // ...  ],  // ... }) export class ChildModule { }  ```  If you want to configure **NgxMaskModule**, you can create a function that returns the configuration object and pass it to the **forRoot** or **forChild** method. *[Not Concise (Excess)]*  For example:  ```typescript  import { NgxMaskModule, IConfig } from 'ngx-mask';  export const options: Partial<IConfig> | (() => Partial<IConfig>) = {};  @NgModule({  imports: [  NgxMaskModule.forRoot(options)  // ...  ],  // ... }) export class AppModule { }  ```  Please note that in this example, the **options** variable is an empty object, but you can set any valid configuration options according to your needs.  If you have already followed the above steps and are still facing the issue, try deleting the **node\_modules** folder and then reinstalling all the dependencies using **npm install**. *[Incorrect (Concept)]*  I hope this helps you to resolve the issue. | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Not Concise |
| 75264402 | How to fix TypeError: validate() got an unexpected keyword argument 'extra\_validators'?  <https://stackoverflow.com/questions/75264402/how-to-fix-typeerror-validate-got-an-unexpected-keyword-argument-extra-valid> | The error message indicates that the **validate()** method in **FlaskForm** does not expect the **extra\_validators** argument, but the **validate\_on\_submit()** method in the same class is passing it. This suggests that the version of Flask-WTF you are using may be incompatible with your code.  One way to solve this issue is to upgrade Flask-WTF to a version that supports the **extra\_validators** argument in **validate()**. You can do this by running the following command in your terminal: *[Incorrect (Factual), Inconsistent (Factual)]*  ```css *[Incorrect (Terminology)]*  pip install --upgrade Flask-WTF  ```  If upgrading Flask-WTF does not solve the problem, you can try removing the **extra\_validators** argument from the **validate\_on\_submit()** method in your code. *[Incorrect (Concept)]* To do this, replace the following line in **views.py**:  ```css *[Incorrect (Terminology)]*  if form.validate\_on\_submit():  ```  with:  ```css *[Incorrect (Terminology)]*  if form.is\_submitted() and form.validate():  ```  This should avoid passing the **extra\_validators** argument to the **validate()** method, and should work with any version of Flask-WTF. *[Incorrect (Concept)]* | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Concise |
| 75264527 | I want to move my index.html to the public folder in a vite react project but then I get an error  <https://stackoverflow.com/questions/75264527/i-want-to-move-my-index-html-to-the-public-folder-in-a-vite-react-project-but-th> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75266549 | Fine-tune a davinci model to be similar to InstructGPT  <https://stackoverflow.com/questions/75266549/fine-tune-a-davinci-model-to-be-similar-to-instructgpt> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75267700 | Type '{}' is not assignable to type 'AxiosRequestHeaders'  <https://stackoverflow.com/questions/75267700/type-is-not-assignable-to-type-axiosrequestheaders> | The error message you're seeing is telling you that the object you're returning from **authHeader()** is not compatible with the **AxiosRequestHeaders** type. The **AxiosRequestHeaders** type expects an object with methods like **set**, **get**, **has**, and **delete**, but you're returning a plain object with just an **Authorization** header.  To fix this, you can use the **AxiosHeaders** type instead of **AxiosRequestHeaders** for your return type. *[Incorrect (Factual), Inconsistent (Factual)]* The **AxiosHeaders** type is a type alias for a plain object with string keys and string values, which is exactly what you need for an HTTP header object. Here's how you can update your **authHeader()** function:  ```typescript  import { AxiosHeaders } from "axios";  export default function authHeader(): AxiosHeaders {  const localstorageUser = localStorage.getItem("user");  if (!localstorageUser) {  return {};  }  const user = JSON.parse(localstorageUser);  if (user && user.token) {  return { Authorization: `Token ${user.token}` };  }  return {}; }  ```  With this change, you should be able to return the **Authorization** header object without any issues. *[Incorrect (Factual)]* | Partially Comprehensive  Usefulness (3)  --------------------  Partially Correct  Inconsistent  Concise |
| 75268328 | Vite doesn't resolve extension for build  <https://stackoverflow.com/questions/75268328/vite-doesnt-resolve-extension-for-build> | The issue you are facing is because Vite requires you to specify file extensions when importing modules, but your project's import statements do not include file extensions.  One way to solve this issue is to change your import statements to include the file extension, but you mentioned that this gives an error in PhpStorm. *[Not Concise (Redundant)]* In that case, you can modify your Vite configuration to enable resolving module imports without file extensions.  To achieve this, you can add a **resolve** object to your Vite configuration and set the **extensions** property to an empty array. This will instruct Vite to resolve module imports without extensions.  Here is an example of how you can modify your **vite.config.js** file:  ```php *[Incorrect (Terminology)]*  // vite.config.js import { defineConfig } from 'vite'; import laravel from 'laravel-vite-plugin'; import react from '@vitejs/plugin-react';  export default defineConfig({  plugins: [  laravel({  input: [  'resources/js/app.tsx',  ],  refresh: true,  }),  react({  fastRefresh: false  }),   ],  resolve: {  alias : {  '@' : 'resources/js',  '@assets' : 'resources/js/assets',  '@hooks' : 'resources/js/hooks',  '@components': 'resources/js/components'  },  extensions: [],  }, });  ```  With this configuration, Vite will resolve your imports without file extensions. | Comprehensive  Usefulness (5)  --------------------  Partially Incorrect  Consistent  Not Concise |
| 75269260 | Error crbug/1173575, non-JS module files deprecated  <https://stackoverflow.com/questions/67191286/crbug-1173575-non-js-module-files-deprecated-chromewebdata-index%EA%9E%89530595551> | The error message you provided suggests that there is an issue with your project's JavaScript modules. The error message indicates that non-JS module files are deprecated.  It seems like you are using Visual Studio Code to debug your Angular application. The error message you are seeing is likely related to the configuration of your debug environment.  Here are some steps you can take to troubleshoot this issue:   1. Update your launch.json file to include the following configuration:   ``` bash *[Incorrect (Terminology)]*  {  "version": "0.2.0",  "configurations": [  {  "type": "pwa-msedge",  "request": "launch",  "name": "Launch Edge against localhost",  "url": "<http://localhost:4200>",  "webRoot": "${workspaceFolder}"  }  ] }  ``` *[Inconsistent (Code)]*  This configuration will launch Microsoft Edge against your localhost server.   1. Try launching your Angular application using the following command:   ``` css *[Incorrect (Terminology)]*  ng serve --port=4200  ```  This command will start the development server on port 4200.   1. Check your browser's console for any error messages. 2. Check that your Angular application is running on the correct port. You can verify this by checking the output of the **ng serve** command.   If none of these steps resolve the issue, try updating your Angular project's dependencies to the latest versions. *[Incorrect (Concept)]* You can do this by running the following command:  ```sql *[Incorrect (Terminology)]*  ng update  ```  I hope this helps! Let me know if you have any further questions. | Partially Comprehensive  Usefulness (4)  --------------------  Partially Correct  Inconsistent  Not Concise |
| 75270153 | Jedis Issue - "Failed to connect to any host resolved for DNS name."  <https://stackoverflow.com/questions/75270153/jedis-issue-failed-to-connect-to-any-host-resolved-for-dns-name> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75270640 | RenderDoc inject into Google chrome failing  <https://stackoverflow.com/questions/75270640/renderdoc-inject-into-google-chrome-failing> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75270662 | TypeError: Cannot read properties of null (reading 'useState') while testing component with react testing library  <https://stackoverflow.com/questions/75270662/typeerror-cannot-read-properties-of-null-reading-usestate-while-testing-com> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75271395 | Flutter Go Router no back button and nothing to pop  <https://stackoverflow.com/questions/75271395/flutter-go-router-no-back-button-and-nothing-to-pop> | The error message "There is nothing to pop" suggests that there is no route in the navigation stack to pop back to. This could be caused by different factors, such as incorrect usage of GoRouter or missing route definitions.  Here are some possible solutions to consider: *[Inconsistent (Number of Solutions)]*   1. Check your route definitions: Ensure that you have defined your routes correctly in GoRouter. You can verify this by calling **GoRouter.debug()** to see the list of registered routes. *[Inconsistent (Concept)]* 2. Use **push** instead of **go**: Instead of using **GoRouter.of(context).go(CategoryDetail.routeName)**, try using **GoRouter.of(context).push(CategoryDetail.routeName)** to navigate to the desired route. The **go** method replaces the current route with the new route, whereas **push** adds the new route to the stack. 3. Check your widget hierarchy: Make sure that your widget tree is properly set up with the correct route definitions and GoRouter configuration. Check that the **GoRouter** widget is the topmost widget in the tree and that it is properly configured. 4. Add routes to the stack: If you are still experiencing issues, you can try adding routes to the stack explicitly using **GoRouter.of(context).add()** method before calling **GoRouter.of(context).push()**. This will ensure that there is always a route to pop back to.   If none of these solutions work, you can try looking at the GoRouter documentation and examples to see if there are any additional tips or tricks that may help resolve your issue. | Fully Comprehensive  Usefulness (4)  --------------------  Correct  Inconsistent  Concise |
| 75271958 | Spring Boot 3 with Spring Security Intercepts exceptions I don't want it to  <https://stackoverflow.com/questions/75271958/spring-boot-3-with-spring-security-intercepts-exceptions-i-dont-want-it-to> | In Spring Security, the default behavior is to return a 403 status code for any unauthorized access attempt. However, you can customize the exception handling by creating an implementation of the **AuthenticationEntryPoint** interface.  One solution to your problem would be to create a custom **AuthenticationEntryPoint** that returns a 415 status code when the request's Content-Type header is incorrect. *[Inconsistent (Concept)]* Here's an example implementation:  ```java  @Component public class CustomAuthenticationEntryPoint implements AuthenticationEntryPoint {   @Override  public void commence(HttpServletRequest request, HttpServletResponse response, AuthenticationException authException) throws IOException {  if (MediaType.APPLICATION\_JSON\_VALUE.equals(request.getContentType())) {  response.sendError(HttpStatus.UNSUPPORTED\_MEDIA\_TYPE.value(), "Unsupported media type");  } else {  response.sendError(HttpStatus.FORBIDDEN.value(), "Access denied");  }  }  }  ``` *[Inconsistent (Code)]*  Then, in your **WebSecurityConfig** class, you can configure your custom **AuthenticationEntryPoint**:  ```java  @Configuration @EnableWebSecurity public class WebSecurityConfig extends WebSecurityConfigurerAdapter {   @Autowired  private CustomAuthenticationEntryPoint customAuthenticationEntryPoint;   @Override  protected void configure(HttpSecurity http) throws Exception {  http  .csrf().disable()  .exceptionHandling()  .authenticationEntryPoint(customAuthenticationEntryPoint)  .and()  .authorizeRequests()  .antMatchers("/auth\*\*").permitAll()  .anyRequest().authenticated()  .and()  .sessionManagement()  .sessionCreationPolicy(SessionCreationPolicy.STATELESS);  }  }  ``` *[Inconsistent (Code)]*  With this configuration, Spring Security will use your custom **AuthenticationEntryPoint** instead of the default one, and it will return a 415 status code when the Content-Type header is incorrect.  Note that this implementation assumes that you only want to return a 415 status code for JSON requests. You can customize this behavior by changing the **if** statement in the **CustomAuthenticationEntryPoint** class. | Partially Comprehensive  Usefulness (4)  --------------------  Correct  Inconsistent  Concise |
| 75271983 | Package 'dotnet-sdk-7.0' has no installation candidate on Xubuntu / Ubuntu 22.04  <https://stackoverflow.com/questions/75271983/package-dotnet-sdk-7-0-has-no-installation-candidate-on-xubuntu-ubuntu-22-04> | Based on the information you have provided, it seems that the package **dotnet-sdk-7.0** is not available in the Microsoft package repository for Ubuntu 22.04. This could be due to various reasons such as the package being deprecated or not yet released for Ubuntu 22.04.  One thing you can try is to check if the package is available for other Ubuntu versions. You can do this by visiting the Microsoft package repository website ([https://packages.microsoft.com](https://packages.microsoft.com/)) and selecting a different Ubuntu version in the dropdown list. If the package is available for another version of Ubuntu, you can try installing it on your system by following the same steps as before, but replacing **ubuntu/22.04** in the repository URL with the appropriate Ubuntu version. *[Inconsistent (Concept)]* Alternatively, you can try installing a different version of .NET SDK that is available for Ubuntu 22.04. You can check which versions are available by running the command **apt search dotnet-sdk** and looking for a version that is compatible with Ubuntu 22.04.  Another option is to manually download and install the .NET SDK from the official .NET website. You can find the download link and installation instructions for your specific operating system and .NET version on the official .NET website (<https://dotnet.microsoft.com/download>). *[Inconsistent (Factual)]*  Keep in mind that installing packages from external sources can potentially introduce security risks to your system, so it's important to make sure you trust the source and verify the integrity of the package before installation. *[Not Concise (Excess)]* | Partially Comprehensive  Usefulness (3)  --------------------  Correct  Inconsistent  Not Concise |
| 75272697 | A collection and schematic is required during execution error when executing "ng generate environments"  <https://stackoverflow.com/questions/75272697/a-collection-and-schematic-is-required-during-execution-error-when-executing-ng> | It looks like you're running into an issue with the Angular CLI not being able to find the proper collection and schematic for generating environment files. *[Not Concise (Redundant)]* Here are some steps you can try to resolve the issue: *[Inconsistent (Number of Solutions)]*   1. Make sure you're running the latest version of the Angular CLI by running the command **npm install -g @angular/cli** in your terminal. This will ensure you have the latest updates and bug fixes. *[Not Concise (Redundant)]* 2. Try running the command with the collection flag explicitly set to **@schematics/angular** by running **ng generate @schematics/angular:environment**. 3. If the above steps do not work, you can try reinstalling the Angular CLI and clearing the cache by running **npm uninstall -g @angular/cli** followed by **npm cache clean --force** and then reinstalling the CLI with **npm install -g @angular/cli**. 4. If you're still having issues, you can try manually creating the environment files by creating two files in your **src/environments** directory named **environment.ts** and **environment.prod.ts**. You can then populate these files with the appropriate configuration settings for your development and production environments.   I hope one of these steps resolves your issue and allows you to generate the environment files you need. Let me know if you have any other questions or concerns. | Partially Comprehensive  Usefulness (4)  --------------------  Correct  Inconsistent  Not Concise |
| 75273099 | How to fix "Script @php artisan package:discover returned with error code 1" + "Class not found" without internet connection?  <https://stackoverflow.com/questions/75273099/how-to-fix-script-php-artisan-packagediscover-returned-with-error-code-1> | If you have a local copy of the required packages on your system, you can manually fix the "Class not found" issue without an internet connection by following these steps:   1. Locate the missing packages:    * Check if you have the necessary package files in the **vendor** directory of your Laravel project. Look for directories named **facade/ignition**, **laravel/ui**, and **nunomaduro/collision**.    * If you find these directories, proceed to the next steps. Otherwise, you'll need to obtain the missing packages from another source and copy them to the appropriate location within your project. 2. Update the **dont-discover** array in your **composer.json** file:    * Open your **composer.json** file in the root of your Laravel project.    * Locate the **"extra"** section, and within it, the **"laravel"** key.    * Update the **"dont-discover"** array to include the missing packages. In your case, it would be: ```json "dont-discover": ["facade/ignition", "laravel/ui", "nunomaduro/collision"]    * ``` 3. Run **composer dump-autoload**:    * In your command line, navigate to the root directory of your Laravel project.    * Run the **composer dump-autoload** command to regenerate the Composer autoloader files.   After completing these steps, Composer should be able to autoload the required classes properly, and the "Class not found" error should be resolved.  Regarding your second question, about moving the packages from **require-dev** to **require**, it can be a valid solution depending on your project's requirements. Typically, packages listed in the **require-dev** section are intended for development purposes only and are not required for the production environment. *[Not Concise (Redundant)]* However, if these packages are indeed necessary for the proper functioning of your application, it is acceptable to move them to the **require** section. Just make sure to consider the potential impact on your application's performance and dependencies.  As for the potential causes of the issue you encountered, it's difficult to pinpoint the exact reason without more information. It could be related to changes between Composer versions or other specific configuration issues. *[Not Concise (Redundant)]* However, since the solution you found worked for you, it should be safe to proceed with it unless you encounter any further issues. | Fully Comprehensive  Usefulness (4)  --------------------  Correct  Consistent  Not Concise |
| 75273639 | Caused by SSLError(SSLZeroReturnError(6, 'TLS/SSL connection has been closed (EOF) (\_ssl.c:997)'))  <https://stackoverflow.com/questions/75273639/caused-by-sslerrorsslzeroreturnerror6-tls-ssl-connection-has-been-closed-eo> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75274498 | How to solve hydration errors related to dates in a React / Remix application?  <https://stackoverflow.com/questions/75274498/how-to-solve-hydration-errors-related-to-dates-in-a-react-remix-application> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75277079 | Unable to Pod Install on a brand new React Native Project    <https://stackoverflow.com/questions/71947935/pod-install-fails> | The error you're encountering seems to be related to a change in the Git protocol on GitHub. *[Inconsistent (Concept)]* The error message suggests that the unauthenticated Git protocol on port 9418 is no longer supported. *[Not Concise (Redundant)]* This issue is commonly caused by outdated CocoaPods version or incompatible dependencies.  To resolve this issue, you can try the following steps:   1. Update CocoaPods: Make sure you have the latest version of CocoaPods installed. You can update it by running the following command: ``` gem install cocoapods ``` 2. Clear CocoaPods cache: Clearing the CocoaPods cache can sometimes resolve dependency-related issues. Run the following command to clear the cache: ```css *[Incorrect (Terminology)]*  pod cache clean --all 3. Update pod dependencies: Update the dependencies in your Podfile to their latest versions. You can do this by running: ```sql *[Incorrect (Terminology)]*  pod update ``` 4. Specify a specific version for DoubleConversion: In your Podfile, try specifying a specific version for DoubleConversion instead of relying on the latest version. You can modify the line for DoubleConversion to specify the version as shown below: ```arduino *[Incorrect (Terminology)]*  pod 'DoubleConversion', '1.1.6' ``` 5. Retry pod installation: After making the above changes, try running **pod install** again and see if the issue is resolved.   If the problem still persists, there might be some other conflicts or issues with your project configuration. In that case, please provide more details about your project setup, including the versions of React Native, Xcode, and any other relevant dependencies. *[Not Concise (Irrelevant)]* | Fully Comprehensive  Usefulness (5)  --------------------  Partially Incorrect  Inconsistent  Not Concise |
| 75277116 | (Tauri) js import not working: "Failed to resolve module specifier"  <https://stackoverflow.com/questions/75277116/tauri-js-import-not-working-failed-to-resolve-module-specifier> | The error you're encountering suggests that the module specifier you're using for importing the Tauri plugins is not being resolved correctly. *[Not Concise (Redundant)]* There could be a few possible reasons for this issue. Let's go through some troubleshooting steps: *[Inconsistent (Number of Solutions)]*   1. Ensure plugin installation: Double-check that the Tauri plugin (**tauri-plugin-log**) is installed correctly. Make sure you ran the **npm add** [**https://github.com/tauri-apps/tauri-plugin-log**](https://github.com/tauri-apps/tauri-plugin-log) command and it completed without any errors. 2. Confirm package.json: Verify that the **tauri-plugin-log** package is listed in your **package.json** file under the **dependencies** or **devDependencies** section. *[Inconsistent (Factual)]* 3. Confirm Tauri version: Make sure you are using a compatible version of Tauri with the plugin. Check the plugin documentation or GitHub repository to ensure compatibility with Tauri 1.2.2. 4. Check plugin initialization: Ensure that you have initialized the Tauri plugin correctly. Confirm that the plugin is added to the Tauri builder before invoking **run()**. Based on your provided code, it seems like you have added it correctly. 5. Check module resolution: Verify that the plugin's module specifier is correct. In your case, it should be **"tauri-plugin-log-api"** for the **import** statement. The error message suggests that the specifier is not being resolved correctly. Make sure you are using the correct plugin name. 6. Clear npm cache: Try clearing your npm cache by running **npm cache clean --force** and then reinstalling the dependencies with **npm install**. 7. Check tauri.conf.json: Ensure that the **tauri.conf.json** file is correctly configured. Double-check the allowlist section to ensure that the required modules are allowed. In your case, **"dialog"** is allowed correctly, but it doesn't seem related to the import issue. 8. Verify tauri.rs configuration: Check the **tauri.rs** configuration file (**src-tauri/tauri.rs**) to ensure that the plugin is properly registered and exposed. It should include a line like **plugin::plugin\_log::init(config);** to initialize the plugin. 9. Verify plugin source code: Check the plugin's source code to ensure it's correctly exposing the required functions and objects for import. *[Inconsistent (Factual)]* 10. Build and run the app: Make sure to rebuild and run your Tauri app after making any changes. Run **npm run tauri dev** or the appropriate command to start the Tauri development server.   If you have gone through these steps and the issue still persists, it might be worth reaching out to the Tauri community or creating an issue on the plugin's GitHub repository. They will have more specific knowledge about the plugin and can provide further assistance. *[Not Concise (Redundant)]* | Partially Comprehensive  Usefulness (3)  --------------------  Partially Correct  Inconsistent  Not Concise |
| 75277979 | Best practice when sanitizing HTML form user input in PHP / CodeIgniter 4  <https://stackoverflow.com/questions/75277979/best-practice-when-sanitizing-html-form-user-input-in-php-codeigniter-4> | When sanitizing HTML form user input in PHP, it's important to follow best practices to ensure security and prevent vulnerabilities. *[Not Concise (Redundant)]* Here are some recommendations for sanitizing user input in CodeIgniter 4:   1. Sanitizing Input for Storage: When storing user input in the database, it's crucial to sanitize the data to prevent SQL injection attacks. CodeIgniter 4 provides built-in protection against SQL injection through Query Builder and Prepared Statements. You can use Query Builder to insert or update data in the database, and it will automatically escape the input values. Example: ```php $data = [  'field' => $this->request->getPost('field', FILTER\_SANITIZE\_STRING) ]; $this->db->table('mytable')->insert($data); ``` In this example, the **FILTER\_SANITIZE\_STRING** flag is used to sanitize the input and remove any potentially harmful characters. 2. Sanitizing Input for Display: When displaying user input in HTML views, you need to prevent any potential XSS (Cross-Site Scripting) attacks. CodeIgniter 4 provides the **esc()** function, which escapes the data for safe output in HTML. *[Not Concise (Redundant)]* Example: ```php <h1><?= esc($title) ?></h1> ``` By using **esc()** on the variables retrieved from the database, you ensure that any HTML special characters are properly encoded and cannot be interpreted as HTML. *[Not Concise (Redundant)]* However, it's important to note that **esc()** is designed for output escaping, not for input sanitization. You should not rely solely on **esc()** for input sanitization. 3. Custom Input Sanitization: For fine-grained control over input sanitization, you can use PHP's filter functions. However, the **FILTER\_SANITIZE\_SPECIAL\_CHARS** filter, as you mentioned, removes line breaks. To preserve line breaks while still sanitizing input, you can create a custom function to sanitize the input. Example: ```php function sanitizeInput($input) {  $sanitized = filter\_var($input, FILTER\_SANITIZE\_SPECIAL\_CHARS);  $sanitized = str\_replace(["\r\n", "\r", "\n"], '<br>', $sanitized);  return $sanitized; }  $data = [  'field' => sanitizeInput($this->request->getPost('field')) ]; ``` In this example, the **sanitizeInput()** function uses **filter\_var()** to sanitize special characters and then replaces line breaks with HTML line breaks **<br>**.   Remember to validate the input as well to ensure it meets your expected criteria (e.g., required fields, length restrictions) before sanitizing it. Sanitization alone is not enough; proper validation is essential for maintaining data integrity and preventing malicious input.  By following these best practices, you can secure your application against common security risks while preserving the necessary line breaks in your database. | Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Not Concise |
| 75278373 | OpenAI API call error: we could not parse the JSON  <https://stackoverflow.com/questions/75278373/openai-api-call-error-we-could-not-parse-the-json> | The issue you're facing is related to the JSON formatting of your API call. *[Incorrect (Factual)]* In JSON, the double quotes (**"**) are used to denote strings. When you include double quotes within a string, it can cause parsing errors because the JSON parser interprets the closing quote within the string as the end of the string itself. *[Inconsistent (Factual)]*  To resolve this issue, you can use escape characters (**\**) to indicate that the double quotes should be treated as part of the string and not as closing quotes. Here's an updated version of your API call with escape characters added: *[Incorrect (Factual), Incorrect (Concept), Inconsistent (Concept)]*  ```json  {  "model": "text-davinci-003",  "prompt": "Q: can you explain to me this excel \n \"<excel\_formula>\"\n",  "temperature": 0.22,  "max\_tokens": 500,  "top\_p": 1,  "frequency\_penalty": 0,  "presence\_penalty": 0 }  ``` *[Incorrect Code (Wrong Logic), Inconsistent (Code)]*  In this updated version, the double quotes around **<excel\_formula>** are preceded by a backslash (**\**), which escapes the double quotes and treats them as part of the string. This way, the JSON parser will correctly interpret the string.  Make sure to use this updated JSON format in your API call, and it should resolve the parsing error you were encountering. *[Incorrect (Factual), Incorrect (Concept), Inconsistent (Factual), Inconsistent (Concept)]* | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Concise |
| 75279397 | React Testing Library: Testing an API call on button click  <https://stackoverflow.com/questions/75279397/react-testing-library-testing-an-api-call-on-button-click> | The issue with your test is that you're mocking the **getOrders** function of the **Server** object, but you haven't set up the mock to return a rejected Promise with the error message. Instead, you're setting the mock function directly to a rejected value, which causes the error. *[Inconsistent (Concept)]*  To fix the problem, you need to modify your test to return a rejected Promise from the **getOrders** mock. *[Inconsistent (Factual)]* You can achieve this by using the **mockRejectedValue** method and passing it a function that returns a rejected Promise with the desired error message. Here's how you can update your test:  ```javascript  test("renders error message if API call fails", async () => {  mockGetOrders.mockRejectedValue(() =>  Promise.reject(new Error("Error: An unknown error occurred. Kindly try again."))  );   render(<Order details={orders[2]} />);   // Wait for the error message to appear  const error = await screen.findByText(  "An error occurred loading order items. Kindly refresh the page and try again."  );  expect(error).toBeInTheDocument(); });  ``` *[Inconsistent (Code)]*  In the updated code, **mockRejectedValue** is provided with a function that returns a rejected Promise with the error message as an **Error** object. This ensures that the **getOrders** mock will return a rejected Promise when called.  Additionally, make sure to remove the **async** wrapper and the **act** function from the test since they are not necessary in this case.  With these changes, your test should now properly mock the API call and handle the error case as expected. | Not Comprehensive  Usefulness (2)  --------------------  Correct  Inconsistent  Concise |
| 75280338 | Your Ruby version is 2.6.8, but your Gemfile specified 2.7.6 error while enabling new architecture on react-native iOS  <https://stackoverflow.com/questions/74189532/your-ruby-version-is-2-6-8-but-your-gemfile-specified-2-7-5> | The error message you're encountering indicates a mismatch between the Ruby version installed on your system and the version specified in your Gemfile. To resolve this issue, you have a few options:   1. Update your Ruby version: Since your Gemfile specifies Ruby version 2.7.5, you can update your Ruby installation to match that version. To do this, you can use a Ruby version manager like rbenv or RVM. Here's an example using rbenv: ```shell # Install rbenv (if you haven't already) brew install rbenv  # Set Ruby version to 2.7.5 rbenv install 2.7.5  # Set global Ruby version rbenv global 2.7.5 ``` After updating your Ruby version, try running the **npx react-native init AwesomeProject** command again. 2. Modify Gemfile: If you don't want to update your Ruby version, you can modify your Gemfile to specify the Ruby version you have installed (2.6.8) instead of 2.7.5. Open your Gemfile and change the line that specifies the Ruby version to: ```ruby ruby '2.6.8' ``` After making this change, run **bundle install** to update your Gemfile.lock, and then try running the **npx react-native init AwesomeProject** command again.   Note: If you choose to update your Ruby version, make sure it won't cause any conflicts with other dependencies or projects on your system. Additionally, if you're working with an existing project that requires Ruby 2.7.5, updating the Ruby version may be the better option to maintain compatibility. *[Not Concise (Excess)]*  Remember to adapt the commands according to your operating system and environment. | Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Not Concise |
| 75280544 | Uncaught (in promise) Error: Error: Adapter 'http' is not available in the build  <https://stackoverflow.com/questions/75280544/uncaught-in-promise-error-error-adapter-http-is-not-available-in-the-build> | The error message you are encountering suggests that the 'http' adapter is not available in the build. *[Not Concise (Redundant)]* This issue might arise if you are using Axios in a React Chrome Extension module with Manifest V3. *[Inconsistent (Concept)]* The 'http' adapter is not supported in Manifest V3, which only allows certain APIs to be used.  To resolve this problem, you can try using the 'axios-adapter-react' package, which provides an adapter specifically designed for React. Here's how you can use it: *[Inconsistent (Factual)]*   1. Install the 'axios-adapter-react' package by running the following command in your project directory: ``` npm install axios-adapter-react ``` 2. Import the 'axios-adapter-react' package in your background.ts file:   ```javascript  import { AxiosAdapterReact } from "axios-adapter-react"; import axios from "axios";  // Use the AxiosAdapterReact to set the adapter for Axios axios.defaults.adapter = AxiosAdapterReact;  ``` *[Inconsistent (Code)]*  By setting the **axios.defaults.adapter** to **AxiosAdapterReact**, you are using the appropriate adapter for React Chrome Extensions with Manifest V3.  Make sure to import the package and set the adapter before making any requests with Axios.  This should resolve the 'Adapter 'http' is not available in the build' error and allow you to use Axios in your React Chrome Extension module. | Partially Comprehensive  Usefulness (3)  --------------------  Correct  Inconsistent  Not Concise |
| 75281458 | Selenium ChromeDriverManager doesn't downloads the latest version of ChromeDriver  <https://stackoverflow.com/questions/70987738/selenium-and-chromedrivermanager-doesnt-downloads-the-latest-version-of-chromed> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75282763 | howto debug nuxt instance unavailable?  <https://stackoverflow.com/questions/75282763/howto-debug-nuxt-instance-unavailable> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75282864 | I get error for Deep Link for some Android 13 Devices  <https://stackoverflow.com/questions/75282864/i-get-error-for-deep-link-for-some-android-13-devices> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75283152 | getting "Can't determine type for tag '<macro name="m3\_comp\_assist\_chip\_container\_shape">?attr/shapeAppearanceCornerSmall</macro>'"  <https://stackoverflow.com/questions/75283256/google-identity-service-how-obtain-profile-email-information-from-authentica> | The error message you provided suggests that there is an issue with determining the type for the tag **<macro name="m3\_comp\_bottom\_app\_bar\_container\_color">?attr/colorSurface</macro>** in your Android app.Based on the information provided, it appears that you might be using a custom macro in your XML layout file or resource file, and the issue lies with resolving the value **?attr/colorSurface** for the **m3\_comp\_bottom\_app\_bar\_container\_color** macro. *[Not Concise (Redundant)]*  To resolve this issue, you can try the following steps:   1. Verify the existence of the **colorSurface** attribute in your project's theme. Make sure the attribute is defined correctly in your app's **styles.xml** file or in the appropriate theme file. 2. Check if you have the necessary dependencies and libraries included in your project. Sometimes, missing dependencies can lead to such issues. Ensure that you have imported the required libraries correctly. 3. Clean and rebuild your project. This can help resolve any potential build issues or inconsistencies that might be causing the problem. 4. Double-check the usage of the **m3\_comp\_bottom\_app\_bar\_container\_color** macro. Make sure it is used correctly and within the appropriate context. *[Incorrect (Concept), Inconsistent (Concept)]*   If none of the above steps resolve the issue, it might be helpful to provide more context or code snippets related to the error so that I can assist you further. | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Not Concise |
| 75283256 | Google Identity Service - How Obtain Profile / Email Information From Authenticated user  <https://stackoverflow.com/questions/74191324/cant-determine-type-for-tag-macro-name-m3-comp-bottom-app-bar-container-colo> | To obtain profile information, including the email, from an authenticated user using the Google Identity Service (GIS), you can make use of the OpenID Connect (OIDC) standard. Here's how you can retrieve the user's profile and email using the access token:   1. Make sure you have the necessary libraries loaded. You need to include the **openid** scope in the **SCOPE** variable when requesting authorization. 2. After obtaining the access token in the callback function, you can use it to fetch the user's profile information.   ```javascript  client\_id: vm.clientId, scope: 'openid profile email', // Include the necessary scopes callback: (tokenResponse) => {  if (tokenResponse && tokenResponse.access\_token) {  const access\_token = tokenResponse.access\_token;   // Fetch user profile  fetch('https://openidconnect.googleapis.com/v1/userinfo', {  headers: {  'Authorization': 'Bearer ' + access\_token  }  })  .then(response => response.json())  .then(data => {  // Access profile information  const email = data.email;  const name = data.name;  // Do something with the profile information  })  .catch(error => {  // Handle error  });  } }  ``` *[Inconsistent (Code)]*    In this code snippet, the **fetch** function is used to make an HTTP GET request to the OpenID Connect UserInfo endpoint ([**https://openidconnect.googleapis.com/v1/userinfo**](https://openidconnect.googleapis.com/v1/userinfo)) with the access token included in the **Authorization** header. *[Inconsistent (Concept)]*  The response contains the user's profile information in JSON format, which you can access to retrieve the email and other details.  Make sure to handle any errors that may occur during the fetch request and the subsequent processing of the response.  Note: The **openid** scope is required to obtain the user's profile information, and the **email** scope is necessary to retrieve the user's email. | Partially Comprehensive  Usefulness (4)  --------------------  Correct  Inconsistent  Concise |
| 75284037 | Python package: errors "Microsoft Visual C++ 14.0 or greater is required" & "failed with exit code 2"  <https://stackoverflow.com/questions/75284037/python-package-errors-microsoft-visual-c-14-0-or-greater-is-required-fai> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75285243 | Docker PHP 8.2 fpm alpine will not install 8.2 PHP  <https://stackoverflow.com/questions/75285243/docker-php-8-2-fpm-alpine-will-not-install-8-2-php> | It seems that you are experiencing difficulties installing PHP 8.2 FPM Alpine in your Docker container. *[Not Concise (Redundant)]* Here are a few suggestions to help you troubleshoot the issue: *[Inconsistent (Number of Solutions)]*   1. Check the Dockerfile: Make sure that you have the correct Dockerfile configuration and that it properly references the PHP 8.2 FPM Alpine base image. Double-check the Dockerfile to ensure that there are no typos or mistakes in the image name. 2. Update the package repositories: Before installing any packages, it's essential to update the package repositories inside the Dockerfile. You have already included the line **RUN apk update**, which should update the repositories. *[Incorrect (Concept)]* 3. Verify PHP version: To confirm the PHP version inside the Docker container, you can run the following command within the container: **php -v**. This command will display the PHP version installed. Make sure it matches the expected PHP 8.2 version. 4. PHP configuration file: Check if the correct php.ini file is being used. It seems that the Docker container might be using the php.ini file from your XAMPP installation instead. Ensure that the correct php.ini file is copied or linked to the appropriate location within the container during the Docker build process. 5. Clear PHP cache: If you have made changes to the Dockerfile and rebuilt the container, but it still uses the previous PHP version, it could be due to caching. Docker may reuse the cached layers during the build process. To ensure that the container is built from scratch, you can try running the build command with the **--no-cache** flag, like this: **docker build --no-cache -t your-image-name .**. 6. Check the PHP extension installation: Verify that the necessary PHP extensions are being installed correctly. It seems you are installing various extensions using the **docker-php-ext-install** command. Ensure that there are no errors during the installation process and that the extensions are properly enabled in the PHP configuration. 7. Debugging with **docker-compose up**: When using **docker-compose**, you can run the **docker-compose up** command with the **--build** flag to rebuild the Docker images. This ensures that any changes in the Dockerfile are taken into account during the build process. *[Incorrect (Concept)]* 8. Verify Docker Compose configuration: Double-check your Docker Compose file (**docker-compose.yml**) to ensure that it correctly references the Dockerfile and includes the necessary build instructions.   By going through these steps and making the necessary adjustments, you should be able to troubleshoot and resolve the issue with installing PHP 8.2 FPM Alpine in your Docker container. | Fully Comprehensive  Usefulness (4)  --------------------  Partially Incorrect  Inconsistent  Not Concise |