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| ID | Title and post link | ChatGPT Answer | Overall Labels |
| 75269700 | pre-commit fails to install isort 5.11.4 with error "RuntimeError: The Poetry configuration is invalid"  <https://stackoverflow.com/questions/75269700/pre-commit-fails-to-install-isort-5-11-4-with-error-runtimeerror-the-poetry-co> | The error message suggests that there is an issue with the Poetry configuration related to the 'pip-shims' package. The package name does not match the expected pattern in the configuration file.    To resolve this issue, you can try the following steps: *[Inconsistent (Number of Solutions)]*    1. Update Poetry: Make sure you have the latest version of Poetry installed by running `pip install --upgrade poetry`.    2. Check Poetry Configuration: Verify the Poetry configuration file (`pyproject.toml`) in your project's root directory. Look for any incorrect or conflicting settings related to the 'pip-shims' package.    3. Clean Pre-commit Cache: Clear the pre-commit cache to ensure a clean installation. You can do this by deleting the `.cache/pre-commit` directory in your project's root directory.    4. Retry Pre-commit Installation: Run the pre-commit installation again with the updated Poetry and cleared cache by running `pre-commit install`.    If the issue persists, you might need to provide more information about your project's setup and the contents of the Poetry configuration file (`pyproject.toml`) to further diagnose the problem. | Fully Comprehensive  Usefulness (4)  --------------------  Correct  Inconsistent  Concise |
| 75310173 | AttributeError: 'OptionEngine' object has no attribute 'execute'  <https://stackoverflow.com/questions/75310173/attributeerror-optionengine-object-has-no-attribute-execute> | It looks like you are encountering an error when using SQLAlchemy and pandas together. The error message suggests that the `OptionEngine` object does not have an attribute called `execute`. *[Not Concise (Redundant)]* This error typically occurs when there is a mismatch between the SQLAlchemy version you are using and the API calls in your code.    To resolve this issue, you have a few options: *[Inconsistent (Number of Solutions)]*    1. Upgrade SQLAlchemy: If you are using an older version of SQLAlchemy, try upgrading to a newer version that is compatible with your code. You can use the following command to upgrade SQLAlchemy using pip:    ```  pip install --upgrade SQLAlchemy  ```    Make sure to check the SQLAlchemy documentation for any version-specific changes or considerations. *[Incorrect (Factual), Not Concise (Redundant)]*    2. Check your code: Review your code and make sure you are using the correct API calls for the version of SQLAlchemy you have installed. The `execute` method is commonly used in SQLAlchemy to execute SQL queries, so ensure that your code is calling the correct method.    3. Downgrade pandas: If upgrading SQLAlchemy is not an option, you can try downgrading pandas to a version that is compatible with your current SQLAlchemy version. You can use the following command to downgrade pandas:    ```  pip install pandas==<desired\_version>  ```    Replace `<desired\_version>` with the specific version number you want to install, which may be an older version known to work with your current SQLAlchemy version. *[Incorrect (Factual)]*    Remember to consider the compatibility between different versions of SQLAlchemy, pandas, and other dependencies in your project. It's generally a good practice to ensure that all your dependencies are compatible with each other to avoid such issues. | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Not Concise |
| 75328050 | flutter doctor --android-licenses not working due to java.lang.UnsupportedClassVersionError  <https://stackoverflow.com/questions/75328050/flutter-doctor-android-licenses-not-working-due-to-java-lang-unsupportedclassv> | The error message suggests that you are using a version of Java that is not compatible with the class file version used by the AndroidLocationsProvider class. The error specifically states that the Java Runtime you're using only recognizes class file versions up to 52.0, while the class file version of AndroidLocationsProvider is 55.0.    To resolve this issue, you'll need to update your Java Development Kit (JDK) to a version that is compatible with the class file version used by AndroidLocationsProvider. Here are the steps you can follow:    1. Determine your current Java version: Open a terminal or command prompt and run the following command:  ```  java -version  ```    This command will display the version of Java installed on your system. If the version is older than the required version, you'll need to update it.    2. Download and install a compatible JDK: Visit the Oracle website or OpenJDK website to download the latest JDK version compatible with Android development. Make sure to choose the appropriate JDK version for your operating system.    3. Install the downloaded JDK: Follow the installation instructions provided by Oracle or OpenJDK to install the JDK on your system. Make sure to set the necessary environment variables, such as `JAVA\_HOME`, as instructed during the installation process.    4. Verify the Java version: After installing the new JDK, open a new terminal or command prompt and run the `java -version` command again. It should now display the updated version that you installed.    5. Run `flutter doctor --android-licenses`: Once you have the compatible JDK installed and verified, try running the `flutter doctor --android-licenses` command again. It should now work without encountering the `UnsupportedClassVersionError`.      By following these steps and ensuring you have the correct version of Java installed, you should be able to accept the Android licenses successfully with `flutter doctor --android-licenses`. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Concise |
| 75343825 | How to fix this Flutter Doctor "Warning: `dart` on your path resolves to " macos?  <https://stackoverflow.com/questions/75343825/how-to-fix-this-flutter-doctor-warning-dart-on-your-path-resolves-to-macos#:~:text=Uninstall%2Funtap%20dart%20from%20brew,one%20flutter%20provides%20for%20you>. | To resolve the warning you're seeing and avoid the issue, you need to add the Flutter bin directory to your system's PATH variable. Here's how you can do it:    1. Open a terminal window.    2. Run the following command to open your shell profile file (e.g., `.bash\_profile`, `.bashrc`, or `.zshrc`):  ```shell  open -e ~/.bash\_profile  ```    Note: Replace `~/.bash\_profile` with the appropriate file if you're using a different shell profile.    3. Add the following line at the end of the file:  ```shell  export PATH="$PATH:/Users/puneet/development/flutter/bin"  ```    Replace `/Users/puneet/development/flutter` with the actual path to your Flutter installation directory. *[Incorrect (Factual), Inconsistent (Factual)]*    4. Save the file and close the editor.    5. Run the following command to apply the changes to your current terminal session:  ```shell  source ~/.bash\_profile  ```    6. Verify that the Flutter bin directory is now included in your PATH by running:  ```shell  echo $PATH  ```    Make sure the output includes the path to your Flutter bin directory (`/Users/puneet/development/flutter/bin` in your case).    7. Finally, run `flutter doctor` again to check if the warning has been resolved:  ```shell  flutter doctor  ```    The warning should no longer appear, and you should be able to run your Flutter code in Android Studio without any issues. | Partially Comprehensive  Usefulness (2)  --------------------  Partially Correct  Inconsistent  Concise |
| 75347609 | <https://stackoverflow.com/questions/75347609/eas-build-ios-failure-authentication-with-apple-developer-portal-failed#:~:text=Uninstall%2Funtap%20dart%20from%20brew,one%20flutter%20provides%20for%20you> | The error message you're encountering indicates that the authentication with the Apple Developer Portal has failed during the iOS build process using EAS (Expo Application Services). *[Not Concise (Redundant)]* This issue can occur due to various reasons, including temporary server issues or problems with your account credentials. Here are a few steps you can take to troubleshoot and resolve the problem: *[Inconsistent (Number of Solutions)]*    1. Double-check your Apple Developer account credentials: Make sure that you are providing the correct Apple ID and password during the authentication process. Ensure that there are no typos or mistakes in your credentials.    2. Verify your Apple Developer account status: Sign in to the Apple Developer website (developer.apple.com) and ensure that your account is active and in good standing. Check for any notifications or messages that might indicate a problem with your account.    3. Remove stored authentication cookies: You mentioned that you already tried this step, but it's worth mentioning again. Remove any stored authentication cookies related to your Apple Developer account from your local Keychain or any other relevant locations.    4. Update EAS and Expo CLI: Make sure you are using the latest versions of EAS and Expo CLI. Outdated versions may sometimes cause compatibility issues with the Apple Developer Portal. Update your dependencies using the appropriate package manager (e.g., npm or yarn).    5. Retry the build later: If the issue persists, it's possible that there could be temporary server problems on Apple's side. In that case, you might want to try again after some time to see if the issue resolves itself.    6. Check the Expo and EAS forums: Visit the Expo forums (forums.expo.dev) or the EAS forums (forums.expo.dev/c/eas/ios-builds) to see if other developers have encountered similar issues and if there are any known workarounds or solutions provided.    7. Contact Expo Support: If none of the above steps resolve the issue, it's best to reach out to the Expo support team directly. They can provide more specific guidance and assist you in troubleshooting the problem further.    Remember to provide them with as much detail as possible, including the exact error message, any recent changes you made to your project or account, and steps to reproduce the issue. This information will help them understand the problem better and provide more targeted assistance.    Expo and EAS are continuously evolving, so it's possible that this issue could be resolved in a future update. Keeping your dependencies up to date is generally a good practice to avoid known issues and benefit from the latest improvements and bug fixes. *[Not Concise (Excess)]* | Fully Comprehensive  Usefulness (4)  --------------------  Correct  Inconsistent  Not Concise |
| 75355528 | Android Studio shows " (Unavailable)" for Android Virtual Device choice  <https://stackoverflow.com/questions/75355528/android-studio-shows-unavailable-for-android-virtual-device-choice> | If Android Studio is showing " (Unavailable)" next to the Android Virtual Device (AVD) option, it typically means that the necessary components or configurations are missing or not properly set up. *[Incorrect (Factual), Inconsistent (Factual)]* Here are a few steps you can try to resolve this issue: *[Inconsistent (Number of Solutions)]*    1. Update Android Studio: Make sure you are using the latest version of Android Studio. Updates often include bug fixes and improvements that can resolve such issues.    2. Install or update SDK components: Open the SDK Manager in Android Studio by clicking on the SDK Manager icon in the toolbar or navigating to "File" -> "Settings" -> "Appearance & Behavior" -> "System Settings" -> "Android SDK." Then, check if the necessary SDK components are installed and up to date. Look specifically for the Android Virtual Device component and ensure it is installed.    3. Check SDK path: Verify that the SDK path is correctly configured in Android Studio. Go to "File" -> "Project Structure" -> "SDK Location" and confirm that the "Android SDK location" points to the correct directory where your Android SDK is installed.    4. Restart Android Studio: Sometimes, simply restarting Android Studio can help resolve temporary glitches or issues.    5. Invalidate caches and restart: Go to "File" -> "Invalidate Caches / Restart" and select "Invalidate and Restart." This action clears any cached data that may be causing conflicts.    6. Create a new virtual device: If the issue persists, try creating a new virtual device. Go to the AVD Manager by clicking on the AVD Manager icon in the toolbar or navigating to "Tools" -> "AVD Manager." Click on "Create Virtual Device" and follow the steps to create a new virtual device. Once created, see if the new device appears as available.    7. Reinstall Android Studio: If none of the above steps work, you may need to reinstall Android Studio. Uninstall the existing installation and then download the latest version from the official Android Studio website. Install it again and ensure you follow the setup instructions correctly.    If you have tried all these steps and the issue still persists, you might consider reaching out to the Android Studio support forums or the official Android Studio community for further assistance. *[Incorrect (Concept), Inconsistent (Concept)]* | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Not Concise |
| 75471318 | 'ReadOnlyWorksheet' object has no attribute 'defined\_names'  <https://stackoverflow.com/questions/75471318/readonlyworksheet-object-has-no-attribute-defined-names> | The error message you encountered, `'ReadOnlyWorksheet' object has no attribute 'defined\_names'`, suggests that the `ReadOnlyWorksheet` object being used in Visual Studio Code does not have the `defined\_names` attribute available. This attribute is typically used to access named ranges in an Excel worksheet. *[Not Concise (Redundant), Not Concise (Excess)]*    The difference in behavior between Visual Studio Code and Anaconda could be due to several factors, including the versions of the libraries you are using and the specific configurations of your environments. Here are a few potential reasons for the discrepancy: *[Inconsistent (Number of Solutions)]*    1. Library Versions: It's possible that you have different versions of the libraries involved in reading Excel files. These libraries include pandas, openpyxl (or xlrd), and xlwt. Make sure you have the same versions installed in both environments to ensure consistent behavior.    2. Excel File Format: The Excel file you are trying to read may be in a format that is better supported by one library over the other. Try saving the file in a different format (e.g., .xlsx instead of .xls) and see if it makes a difference. *[Incorrect (Irrelevant)]*    3. Python Version: Verify that both environments are using the same version of Python. Incompatibilities between different Python versions and library versions can sometimes cause unexpected behavior.    4. IDE/Editor Configuration: Visual Studio Code and Anaconda may have different default configurations or settings that affect how Excel files are handled. Check if there are any relevant settings or extensions in Visual Studio Code that could be influencing the behavior. *[Incorrect (Irrelevant)]*    To investigate further, you can compare the versions of pandas, openpyxl (or xlrd), and xlwt installed in both environments. You can use the following commands to check the versions:    ```python  import pandas as pd  import openpyxl  import xlwt    print(pd.\_\_version\_\_)  print(openpyxl.\_\_version\_\_)  print(xlwt.\_\_version\_\_)  ```    Compare the output from both environments and ensure they are the same. Additionally, you can try running a simple test script in both environments that only involves reading an Excel file to see if the issue persists consistently.    If the issue continues to occur in Visual Studio Code, you might consider updating the libraries to the latest versions or reaching out to the development community for support. *[Incorrect (Factual), Inconsistent (Factual)]* | Fully Comprehensive  Usefulness (4)  --------------------  Partially Incorrect  Inconsistent  Not Concise |
| 75479425 | Suppress AWS SDK v2 deprecation message  <https://stackoverflow.com/questions/75479425/suppress-aws-sdk-v2-deprecation-message> | The deprecation message you are seeing is generated by the AWS SDK for JavaScript (v2) itself and is intended to inform developers about the transition to the newer AWS SDK for JavaScript (v3). *[Not Concise (Redundant)]* As of my knowledge cutoff in September 2021, there was no built-in option or flag provided by the SDK to suppress or disable this deprecation message.    However, you can try a workaround by modifying the logging level of the `console` object to suppress the warning message. The AWS SDK for JavaScript (v2) uses the `console.warn()` method to display this deprecation message. By redirecting the output of `console.warn()` to a custom function or overriding it, you can effectively suppress the message. *[Inconsistent (Factual)]*    Here's an example of how you can achieve this in a Node.js environment:    ```javascript  const originalWarn = console.warn;  console.warn = function() {  // Add custom logic here to handle or ignore the warning  // For example, you can choose to do nothing:  // return;    // Or you can redirect the warning to another function or logger:  // customLogger.warn.apply(customLogger, arguments);    // Call the original console.warn() to maintain the original behavior  originalWarn.apply(console, arguments);  };  ```  Please note that suppressing the deprecation message may hide important information about the need to migrate to the AWS SDK for JavaScript (v3). It's generally recommended to follow the AWS SDK documentation and migrate to the newer version if possible, as it may provide bug fixes, performance improvements, and new features. | Partially Comprehensive  Usefulness (4)  --------------------  Correct  Inconsistent  Not Concise |
| 75515890 | This app isn't available for your device because it was made for an older version of Android  <https://stackoverflow.com/questions/75515890/this-app-isnt-available-for-your-device-because-it-was-made-for-an-older-versio> | If users are encountering the error message "This app isn't available for your device because it was made for an older version of Android" when trying to install your app from the Google Play Store, it indicates that the minimum Android version specified in your app's manifest file (AndroidManifest.xml) is higher than the Android version installed on the user's device. *[Not Concise (Redundant)]*    To resolve this issue, you can consider taking the following steps: *[Inconsistent (Number of Solutions)]*    1. Check the Minimum SDK Version: Open your Android project in Android Studio and navigate to the "app" module. In the "build.gradle" file, locate the `minSdkVersion` parameter. Ensure that the value is set to a compatible Android version that supports the features used in your app.    2. Lower the Minimum SDK Version: If the current `minSdkVersion` is higher than the Android version most commonly used by your target audience, consider reducing it to a more suitable level. However, be cautious not to lower it to a version that lacks critical features required by your app. *[Incorrect (Factual)]*    3. Test on Multiple Devices: It's important to test your app on various devices with different Android versions to ensure compatibility. Consider using the Android Emulator or borrowing devices from friends or colleagues to cover a wider range of Android versions. *[Incorrect (Irrelevant)]*    4. Use Compatibility Libraries: If your app relies on features introduced in newer Android versions, you can use compatibility libraries or backward-compatible APIs to maintain support for older Android versions. For example, you can use the Android Support Library (now known as AndroidX) or Jetpack libraries to ensure compatibility across different Android versions.    5. Provide Alternative Versions: If your app heavily relies on features available only in newer Android versions, you might consider creating a separate version of your app that supports older Android versions. This way, users with older devices can still access a compatible version of your app with limited functionality.    6. Communicate with Users: In the app description on the Google Play Store, clearly state the minimum Android version required to run your app. This helps potential users understand if their device is compatible before attempting to install it.    By following these steps, you should be able to address the issue and ensure your app is available to a wider range of Android users. | Partially Comprehensive  Usefulness (2)  --------------------  Partially Correct  Inconsistent  Not Concise |
| 75525747 | How to format number to have thousands separator?  <https://stackoverflow.com/questions/75525747/how-to-format-number-to-have-thousands-separator> | In Kotlin, you can use the `NumberFormat` class from the `java.text` package to format numbers with thousands separators. Here's an example of how you can achieve that: *[Inconsistent (Factual)]*    ```kotlin  import java.text.NumberFormat  import java.util.Locale    fun formatNumberWithThousandsSeparator(number: Long): String {  val formatter = NumberFormat.getNumberInstance(Locale.getDefault())  return formatter.format(number)  }    fun main() {  val number = 1000000L  val formattedNumber = formatNumberWithThousandsSeparator(number)  println(formattedNumber) // Output: 1,000,000  }  ``` *[Incorrect Code (Incomplete), Inconsistent (Code)]*    In the `formatNumberWithThousandsSeparator` function, we create an instance of `NumberFormat` using `getNumberInstance()` method, which returns a formatter for the default locale. The default locale is used to determine the appropriate thousands separator and grouping size based on the user's locale settings.    Then, we call the `format()` method of the `NumberFormat` instance to format the given number. The method returns a string representation of the formatted number with the thousands separator inserted appropriately.    You can pass any number to the `formatNumberWithThousandsSeparator` function, and it will return a string with the number formatted according to the locale's conventions for thousands separators. | Partially Comprehensive  Usefulness (2)  --------------------  Partially Correct  Inconsistent  Concise |
| 75564717 | Angular - CanActivate is deprecated. How to replace it?  <https://stackoverflow.com/questions/75564717/angular-canactivate-is-deprecated-how-to-replace-it#:~:text=The%20trick%20is%20to%20rely,inject(Router)%3B%20return%20authService>. | In Angular, the `CanActivate` and `CanActivateChild` interfaces have been deprecated in favor of using plain JavaScript functions as route guards. To replace the deprecated `CanActivate` and `CanActivateChild` interfaces, you can modify your code as follows:    ```typescript  import { Injectable } from '@angular/core';  import { ActivatedRouteSnapshot, RouterStateSnapshot, UrlTree, Router } from '@angular/router';  import { Observable, of } from 'rxjs';  import { map, catchError } from 'rxjs/operators';  import { AuthenticationService } from 'path-to-authentication-service';    @Injectable({  providedIn: 'root'  })  export class AuthGuard {    constructor(  private authService: AuthenticationService,  private router: Router  ) {}    canActivate(route: ActivatedRouteSnapshot, state: RouterStateSnapshot): Observable<boolean | UrlTree> | Promise<boolean | UrlTree> | boolean | UrlTree {  return this.authService.checkLogin().pipe(  map(() => true),  catchError(() => {  this.router.navigate(['route-to-fallback-page']);  return of(false);  })  );  }    canActivateChild(route: ActivatedRouteSnapshot, state: RouterStateSnapshot): Observable<boolean | UrlTree> | Promise<boolean | UrlTree> | boolean | UrlTree {  return this.canActivate(route, state);  }  }  ``` *[Inconsistent (Code)]*    As you can see, the `CanActivate` and `CanActivateChild` interfaces are no longer implemented. Instead, the `AuthGuard` class is now a plain TypeScript class with the `@Injectable()` decorator. This allows it to be injected as a service.    Make sure to update the import statements for the `ActivatedRouteSnapshot`, `RouterStateSnapshot`, `Router`, and any other dependencies your `AuthGuard` may have. *[Not Concise (Excess)]*    After making these changes, the deprecated warnings for `CanActivate` and `CanActivateChild` should disappear. | Partially Comprehensive  Usefulness (4)  --------------------  Correct  Inconsistent  Not Concise |
| 75574268 | Missing file libarclite\_iphoneos.a (Xcode 14.3)  <https://stackoverflow.com/questions/75574268/missing-file-libarclite-iphoneos-a-xcode-14-3> | The error message you're encountering indicates that Xcode is unable to find the file "libarclite\_iphoneos.a" in the specified location. This file is related to Automatic Reference Counting (ARC) support for iOS development. *[Not Concise (Excess), Not Concise (Redundant)]*    To resolve this issue, you can try the following steps: *[Inconsistent (Factual)]*    1. Verify Xcode Installation: Double-check that you have installed Xcode 14.3 correctly and that it is located in the `/Applications` directory. Make sure you don't have multiple versions of Xcode installed, as it can lead to conflicts. *[Incorrect (Concept)]*    2. Clean Build Folder: In Xcode, go to the "Product" menu and select "Clean Build Folder." This action will remove any intermediate build files and force Xcode to rebuild the project from scratch.    3. Reset Derived Data: If cleaning the build folder doesn't resolve the issue, you can try resetting the derived data. Go to the "Xcode" menu, select "Preferences," and then navigate to the "Locations" tab. Click on the small arrow next to the "Derived Data" path and choose "Show in Finder." In the Finder window, delete the entire "DerivedData" folder.    4. Check Build Settings: Open your project in Xcode and select the target for your app. Go to the "Build Settings" tab and search for "arclite" in the search bar. Verify that the value for "Other Linker Flags" does not include a reference to `libarclite\_iphoneos.a`. If it does, remove that entry.    5. Update Xcode: Ensure that you are using the latest version of Xcode. New updates often address known issues and provide bug fixes. Visit the Mac App Store or the Apple Developer website to check for any available updates.    6. Reinstall Xcode: If none of the above steps resolve the problem, you can try uninstalling Xcode completely and reinstalling it from scratch. Make sure to restart your system before reinstalling to ensure a clean installation.    If the issue persists after following these steps, it may be helpful to search for the specific error message online or consult the Apple Developer Forums for further assistance. | Partially Comprehensive  Usefulness (3)  --------------------  Partially Incorrect  Inconsistent  Not Concise |
| 75586733 | ChatGPT Token Limit  <https://stackoverflow.com/questions/75586733/chatgpt-token-limit> | Yes, it is possible to have a consistent conversation with ChatGPT using the first approach, where you use a single input for each interaction. Although the model doesn't have an explicit memory of past conversations, it has a form of context provided by the prompt. *[Not Concise (Irrelevant)]*    When you send a prompt to the ChatGPT model, it considers the prompt as the context for generating a response. The context includes the prior conversation history, which can be as simple as the immediate preceding user message or a longer history if desired. *[Not Concise (Excess)]* By including the relevant parts of the conversation in the prompt, you can maintain context and achieve a consistent conversation.    In the first approach you mentioned, where you use a single input for each interaction, you can still achieve a stateful conversation by incorporating relevant information from past interactions into the prompt. The model will generate responses based on the provided context, which includes the current user input as well as any relevant information from previous interactions that you include in the prompt.    While the second approach of stacking all previous history can provide a more comprehensive context, it might become expensive in terms of token limitations, as you mentioned. Therefore, the first approach is often preferred as it is more cost-effective and usually sufficient for maintaining context in most conversational scenarios. | Partially Comprehensive  Usefulness (1)  --------------------  Correct  Consistent  Not Concise |
| 75602063 | pip install -r requirements.txt is failing: This environment is externally managed  <https://stackoverflow.com/questions/75602063/pip-install-r-requirements-txt-is-failing-this-environment-is-externally-manag> | The error message you encountered indicates that your Python environment is managed externally and you are not allowed to install packages using the regular `pip` command. *[Not Concise (Redundant)]* This typically occurs when you are working within a restricted environment, such as a system managed by a package manager like `apt` on a Linux distribution.    To resolve this issue, you have a few options: *[Inconsistent (Number of Solutions)]*    1. \*\*System-wide installation:\*\* If you have administrative privileges on your system, you can try installing the required packages system-wide using the `apt` package manager. For example, if you're trying to install a package named `xyz`, you can run the following command:    ```  sudo apt install python3-xyz  ```    Replace `xyz` with the actual name of the package you're trying to install.  2. \*\*Create a virtual environment:\*\* If you don't have administrative privileges or you prefer to create an isolated environment for your project, you can create a virtual environment using Python's built-in `venv` module. Here's how:    ```  python3 -m venv path/to/venv  source path/to/venv/bin/activate  ```    This will create a virtual environment at the specified `path/to/venv` and activate it. After activating the virtual environment, you can use the `pip` command to install packages without requiring administrative access.    3. \*\*Use pipx:\*\* If you're installing a non-Debian packaged Python application, you can consider using `pipx`. `pipx` is a tool that manages isolated environments for Python applications. To use `pipx`, make sure you have it installed:    ```  python3 -m pip install --user pipx  python3 -m pipx ensurepath  ```    Once `pipx` is installed, you can use it to install Python applications in isolated environments. For example, to install a package named `xyz`, you can run:    ```  pipx install xyz  ```    `pipx` will take care of managing the isolated environment for you.    It's important to note that the specific solution depends on your system's configuration and requirements. Choose the option that best suits your needs and constraints. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Inconsistent  Not Concise |
| 75602900 | Angular - How to resolve CanActivate deprecated in Angular-15 Auth Guard  <https://stackoverflow.com/questions/75602900/angular-how-to-resolve-canactivate-deprecated-in-angular-15-auth-guard> | In Angular 15, the `CanActivate` interface has been deprecated in favor of a new set of interfaces for route guarding. To resolve the deprecation warning, you need to update your `AuthGuard` implementation to use the new interfaces.    Here's an updated version of your `AuthGuard` that uses the new `CanActivate` interface:    ```typescript  import { Injectable } from '@angular/core';  import { CanActivate, ActivatedRouteSnapshot, RouterStateSnapshot, UrlTree, Router } from '@angular/router';  import { Observable } from 'rxjs';  import { ToastrService } from 'ngx-toastr';  import { AuthService } from 'src/app/features/auth/services/auth.service';  import { map } from 'rxjs/operators';    @Injectable({  providedIn: 'root'  })  export class AuthGuard implements CanActivate {    constructor(private authService: AuthService, private toastr: ToastrService, private router: Router) { }    canActivate(  route: ActivatedRouteSnapshot,  state: RouterStateSnapshot  ): Observable<boolean | UrlTree> | Promise<boolean | UrlTree> | boolean | UrlTree {  if (!this.authService.isLoggedIn()) {  this.toastr.info('Please Log In!');  this.router.navigate(['/auth']);  return false;  }  // logged in, so return true  this.authService.isLoggedIn();  return true;  }  }  ```    Make sure to update the necessary imports as well:    ```typescript  import { CanActivate, ActivatedRouteSnapshot, RouterStateSnapshot, UrlTree, Router } from '@angular/router';  import { Observable } from 'rxjs';  ```    With this update, you should no longer see the deprecation warning for the `CanActivate` interface in your `AuthGuard`. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Concise |
| 75603536 | throw new MongooseError('Query.prototype.exec() no longer accepts a callback');  <https://stackoverflow.com/questions/75603536/throw-new-mongooseerrorquery-prototype-exec-no-longer-accepts-a-callback#:~:text=The%20trick%20is%20to%20rely,inject(Router)%3B%20return%20authService>. | The error you encountered suggests that the `exec()` method in Mongoose no longer accepts a callback function. *[Not Concise (Redundant)]*    In previous versions of Mongoose, you could pass a callback function to the `exec()` method to handle the result of the query. However, in recent versions, the callback pattern has been deprecated in favor of using promises or async/await syntax for handling asynchronous operations.    To fix this issue, you need to update your code to use promises or async/await instead of passing a callback to the `exec()` method. Here's an example of how you can update your code:    ```javascript  // Old code  MyModel.findOne({ name: 'John' }).exec(function(err, doc) {  // Callback function  if (err) {  console.error(err);  } else {  console.log(doc);  }  });    // Updated code using promises  MyModel.findOne({ name: 'John' })  .then((doc) => {  console.log(doc);  })  .catch((err) => {  console.error(err);  });    // Updated code using async/await  try {  const doc = await MyModel.findOne({ name: 'John' });  console.log(doc);  } catch (err) {  console.error(err);  }  ```    By updating your code to use promises or async/await, you can handle the query result without relying on the deprecated callback pattern. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Not Concise |
| 75608323 | How do I solve "error: externally-managed-environment" everytime I use pip3?  <https://stackoverflow.com/questions/75608323/how-do-i-solve-error-externally-managed-environment-everytime-i-use-pip3?page=1&tab=scoredesc#tab-top> | The error message you're encountering, "error: externally-managed-environment," suggests that the Python environment you're using is managed by an external system, and it advises against using `pip3` directly to install packages. *[Not Concise (Redundant)]* Instead, it provides alternative options. Here's a breakdown of the suggestions and how to solve the issue:    1. To install Python packages system-wide using apt:  - Run `sudo apt install python3-xyz`, replacing "xyz" with the name of the package you want to install.  - This method installs the package using the system package manager, which is outside the scope of `pip3`.    2. To install a non-Debian-packaged Python package or application:  - Create a virtual environment using `python3 -m venv path/to/venv`.  - Activate the virtual environment by running `source path/to/venv/bin/activate`.  - Use the Python interpreter and `pip` within the virtual environment to install packages.  - Ensure that you have the `python3-full` package installed.    3. To install a non-Debian packaged Python application with `pipx`:  - Install `pipx` if you haven't already by running `python3 -m pip install --user pipx`.  - Use `pipx` to install the application by running `pipx install xyz`, where "xyz" represents the application you want to install.  - `pipx` manages a separate virtual environment for each application, making it easier to manage.    Make sure to choose the option that best fits your needs. If you're unsure, using a virtual environment is generally a good practice as it isolates your Python environment and avoids potential conflicts.    If you believe this error is incorrect or you want to override the warning, you can pass the `--break-system-packages` flag to `pip3`. However, doing so may lead to issues with your Python installation or operating system, so it's not recommended unless you fully understand the consequences.    If you have further questions or need additional assistance, feel free to ask! | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Inconsistent  Not Concise |
| 75617865 | OpenAI ChatGPT (GPT-3.5) API error: "InvalidRequestError: Unrecognized request argument supplied: messages"  <https://stackoverflow.com/questions/75617865/openai-chatgpt-gpt-3-5-api-error-invalidrequesterror-unrecognized-request-a> | The error message you're encountering indicates that there is an issue with the request arguments you're providing to the OpenAI API. Let's go through the code and identify the problem.    The error occurs because you are passing an unrecognized argument, `messages`, in the `Completion.create()` method. In the code snippet you provided, the argument should be `message` (singular) instead of `messages` (plural). *[Incorrect (Concept)]* Here's the corrected code:    ```python  import openai    openai.api\_key = 'my\_API'    def get\_response(prompts: list, model="gpt-3.5-turbo"):  responses = []  restart\_sequence = "\n"    for prompt in prompts:  response = openai.Completion.create(  model=model,  messages=[{"role": "user", "content": prompt}],  temperature=0,  max\_tokens=20,  top\_p=1,  frequency\_penalty=0,  presence\_penalty=0  )    responses.append(response['choices'][0]['message']['content'])    return responses  ```    In this corrected code, the argument `messages` has been changed to `message` in the `openai.Completion.create()` method. Additionally, the loop variable has been changed to `prompt` to match the usage in the API call.    Now, you can call `get\_response(prompts=prompts[0:3])` without encountering the "InvalidRequestError: Unrecognized request argument supplied: messages" error.    Please give it a try and let me know if you encounter any further issues! | Fully Comprehensive  Usefulness (5)  --------------------  Partially Incorrect  Consistent  Concise |
| 75647638 | How to send longer text inputs to ChatGPT API?  <https://stackoverflow.com/questions/75647638/how-to-send-longer-text-inputs-to-chatgpt-api> | If you need to send longer text inputs to the ChatGPT API that exceed the 4,000 token limit, you have a few options: *[Inconsistent (Number of Solutions)]*    1. \*\*Split the text into smaller chunks\*\*: Divide the long text into smaller segments that fit within the token limit. Process each segment separately and then combine the results to get the final output. However, as you mentioned, this approach doesn't retain the history of previous parts, so the model won't have context beyond the current segment.    2. \*\*Truncate or summarize the text\*\*: If preserving the full context is not necessary, you can truncate or summarize the text to fit within the token limit. Remove less relevant or redundant parts of the text to focus on the most important information. This approach allows you to work within the token limit but may result in some loss of information.    3. \*\*Use a language model with higher token limit\*\*: As of my knowledge cutoff in September 2021, GPT-3.5, which powers ChatGPT, has a maximum token limit of 4,096 tokens. If you require significantly longer inputs, you may need to explore alternative models or approaches that offer higher token limits. You can check the OpenAI documentation or contact OpenAI support to inquire about the available options. *[Inconsistent (Factual)]*    Remember that working with very long texts can be computationally expensive and may take longer to process. Additionally, the longer the input, the higher the chance of encountering incomplete or cut-off responses from the model due to token constraints. | Partially Comprehensive  Usefulness (5)  --------------------  Correct  Inconsistent  Concise |
| 75680149 | Unable to establish websocket connection  <https://stackoverflow.com/questions/75680149/unable-to-establish-websocket-connection> | The error message you provided suggests that there is an issue establishing a WebSocket connection to `http://localhost:2757/devtools/browser/uuid` during your automation testing with Selenide. *[Not Concise (Redundant)]*    WebSocket is a communication protocol that allows two-way communication between a browser and a web server, often used for real-time updates and interaction. In this case, it seems that Selenide is attempting to establish a WebSocket connection to the specified URL but is encountering a connection failure.    Here are a few possible causes and troubleshooting steps you can try: *[Inconsistent (Number of Solutions)]*    1. Verify the URL: Make sure that the URL `http://localhost:2757/devtools/browser/uuid` is correct and accessible. Check if the server is running on the specified port and if the `/devtools/browser/uuid` endpoint is valid. *[Incorrect (Concept)]*    2. Check WebSocket server configuration: Ensure that the WebSocket server is properly configured and running. Make sure it allows connections from the testing environment and that there are no firewall or network restrictions preventing the connection.    3. Check proxy settings: If your automation setup requires a proxy, ensure that the proxy settings are correctly configured for the browser being used by Selenide. Proxy misconfigurations can sometimes cause issues with WebSocket connections.    4. Verify browser compatibility: Check if the browser you are using for automation testing with Selenide supports WebSocket connections. Some older or customized browsers may not have WebSocket support, which can cause connection failures.    5. Update Selenide and WebDriver: Ensure that you are using the latest versions of Selenide and the WebDriver you are using (e.g., ChromeDriver). Outdated versions may have known issues with WebSocket connections, and updating them could resolve the problem.    6. Check for conflicting extensions or plugins: Some browser extensions or plugins can interfere with WebSocket connections. Try disabling any extensions or plugins that might be causing conflicts and see if the issue persists. *[Incorrect (Factual)]*    7. Review the test environment setup: If you are running the tests in a specific test environment, ensure that the environment is properly set up and configured to allow WebSocket connections. *[Incorrect (Irrelevant)]*    If none of the above steps resolve the issue, providing more details about your testing environment, including the versions of Selenide, WebDriver, and the browser being used, as well as any relevant server or network configurations, would be helpful for further troubleshooting. | Partially Comprehensive  Usefulness (1)  --------------------  Partially Correct  Inconsistent  Not Concise |
| 75728532 | Uncaught TypeError: Cannot destructure property 'basename' of 'React2.useContext(...)' as it is null  <https://stackoverflow.com/questions/75728532/uncaught-typeerror-cannot-destructure-property-basename-of-react2-usecontext#:~:text=The%20trick%20is%20to%20rely,inject(Router)%3B%20return%20authService>. | The error message you're encountering is related to the usage of the `useContext` hook from React. However, based on the code you provided, it seems that you're not using `useContext` explicitly in this component, so the error is likely originating from another part of your codebase.    To better understand the issue and resolve it, you should investigate the places where `useContext` is being used in your application. The error message suggests that the `basename` property being destructured from the context value is null, causing the error. *[Incorrect (Factual)]*    Here are a few steps you can take to debug the issue: *[Inconsistent (Number of Solutions)]*    1. Check the imports in the current file and ensure that there are no other files importing and using `useContext` with a `basename` property. Verify that the `useContext` hook is not used in any other component or context provider in the same file. *[Incorrect (Concept)]*    2. Examine the code that defines the context and make sure the `basename` property is correctly set. Look for any initialization or value assignment related to this context. *[Incorrect (Concept)]*    3. Review the code in the `Link` component and confirm that it is imported correctly from `'react-router-dom'`. Ensure that you have installed the required dependencies, including React Router. *[Incorrect (Concept)]*    4. If you're using a context provider to wrap your entire application or a significant portion of it, make sure that the provider's value includes a non-null value for the `basename` property.    5. If you're using a routing library like React Router, double-check the configuration and usage of the `basename` property in your router setup. The `basename` is used to specify the base URL for all routes and should be set accordingly.    By examining these areas of your code, you should be able to locate the source of the error and resolve it appropriately. | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Concise |
| 75755143 | How can i redirect my xxxx.NL website to xxxx.COM website with .htaccess file?  <https://stackoverflow.com/questions/75755143/how-can-i-redirect-my-xxxx-nl-website-to-xxxx-com-website-with-htaccess-file?page=1&tab=scoredesc#tab-top> |  | Skip: No Credible  Answer in SO  For This  Question |
| 75830783 | Why are connections to GitHub over SSH throwing an error "Warning: Remote Host Identification Has Changed"?  <https://stackoverflow.com/questions/75830783/why-are-connections-to-github-over-ssh-throwing-an-error-warning-remote-host-i> | The error message you are seeing is a security feature of SSH that is designed to protect you from potential man-in-the-middle attacks. When you connect to a remote server over SSH, your client (in this case, Git) checks the host key of the server to ensure that it matches the one it previously stored. If the host key has changed, it raises this warning to alert you of a possible security breach.    There are a few reasons why you might encounter this warning:    1. Legitimate change: The remote server's SSH host key might have been legitimately changed. This can happen, for example, when the server's operating system is reinstalled or if the SSH configuration is updated.    2. Man-in-the-middle attack: An attacker might be intercepting your connection and posing as the remote server. This allows the attacker to eavesdrop on your communication or perform other malicious activities.    To resolve this issue, you should verify the authenticity of the remote server before proceeding. Here are the steps you can take: *[Inconsistent (Number of Solutions)]*    1. Confirm the change: If you are certain that the server's SSH key has been intentionally changed, you can simply accept the new key and proceed. However, ensure that you have a reliable source to confirm the change, such as contacting the server administrator or checking official documentation.    2. Verify the host key: You can manually compare the host key fingerprint you are seeing with the one stored in your known\_hosts file. The fingerprint is a unique identifier for the key. You can usually find the known\_hosts file in the `~/.ssh/` directory. If the fingerprints match, you can accept the new key and proceed.    3. Update the known\_hosts file: If you are confident that the new key is legitimate, you can update the known\_hosts file by removing the old entry for the affected server. The next time you connect, Git will prompt you to add the new key to the known\_hosts file. *[Inconsistent (Factual)]*    It's important to exercise caution when encountering this warning. If you are unsure about the legitimacy of the key change or suspect a possible attack, it's recommended to reach out to the server administrator or support team for assistance. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Inconsistent  Concise |
| 75894992 | Missing file `libarclite\_iphoneos.a` in Xcode 14.3 after update flutter and Xcode  <https://stackoverflow.com/questions/75894992/missing-file-libarclite-iphoneos-a-in-xcode-14-3-after-update-flutter-and-xcod> | The error you are encountering is related to a missing file in Xcode. This issue can occur after updating Flutter and Xcode, especially if there were breaking changes in the Flutter plugins or Xcode itself. Here are a few steps you can try to resolve the problem:    1. Clean the project: In Xcode, go to "Product" -> "Clean Build Folder" to clean the project and remove any derived data.    2. Delete the Flutter build cache: Open a terminal window, navigate to your Flutter project's root directory, and run the following command:  ```  flutter clean  ```    3. Update CocoaPods: Ensure you have the latest version of CocoaPods installed by running the following command in the terminal:  ```  gem install cocoapods  ```    4. Update Podfile and reinstall pods: Open the Podfile in your iOS project directory and make the following changes:  - Uncomment the line `platform :ios, '12.0'` by removing the `#` at the beginning.  - Change `use\_modular\_headers!` to `use\_modular\_headers! :linkage => :static`.    After making these changes, save the Podfile and run the following commands in the terminal:  ```  pod deintegrate  rm Podfile.lock  rm -rf Pods  pod install  ```    5. Update Firebase packages: Check if there are any updates available for your Firebase packages (firebase\_core, firebase\_crashlytics, firebase\_analytics, firebase\_messaging). Update the version numbers in your pubspec.yaml file and run `flutter pub get` to fetch the latest versions.    6. Restart your development environment: After completing the above steps, restart Xcode, your Flutter IDE, and your computer to ensure any cached data is cleared.    If the issue persists after trying these steps, you might consider reinstalling Xcode. Make sure to completely uninstall Xcode and then download the latest version from the App Store or the Apple Developer website.    Remember to also check for any breaking changes or release notes for the Flutter plugins you are using. It's possible that the updated versions of the plugins have different dependencies or requirements.    Additionally, keep an eye on the Flutter and plugin GitHub repositories or issue trackers for any reported issues or workarounds specific to the plugins you are using. Other developers might have encountered similar problems and provided solutions or workarounds.    If all else fails, you can try reaching out to the Flutter community or the specific plugin's support channels for further assistance. They might be able to provide more specific guidance based on the plugins you are using and the error you are encountering. | Fully Comprehensive  Usefulness (4)  --------------------  Correct  Consistent  Concise |
| 75897834 | Use of bitwise '|' with boolean operands | XCode 14.3 fails builds using react-native Yoga  <https://stackoverflow.com/questions/75897834/use-of-bitwise-with-boolean-operands-xcode-14-3-fails-builds-using-react-n> | The error message you encountered indicates that there is a problem with the usage of the bitwise OR operator (`|`) with boolean operands in a Yoga file of your React Native project. This error might be caused by a compatibility issue between the Yoga package and Xcode 14.3. *[Not Concise (Redundant)]*    To resolve this issue, you can try the following steps: *[Inconsistent (Number of Solutions)]*    1. Update React Native and related dependencies: Make sure you are using the latest version of React Native and its related dependencies by updating your `package.json` file. You can run `npm install` or `yarn install` to update the packages. *[Incorrect (Factual)]*  2. Update Yoga package: Update the Yoga package in your project to the latest compatible version. You can do this by running `npm install yoga --save` or `yarn add yoga` in your project directory. *[Incorrect (Factual)]*    3. Clear build caches: Sometimes, build caches can cause unexpected issues. In Xcode, go to `Product > Clean Build Folder` to clean the build artifacts and derived data.    4. Reset CocoaPods: If you are using CocoaPods in your project, try removing the `Pods` directory and the `Podfile.lock` file from your project directory. Then, run `pod install` to reinstall the dependencies. *[Incorrect (Factual), Inconsistent (Factual), Not Concise (Redundant)]*    5. Clean and rebuild the project: In Xcode, select `Product > Clean` to clean the project. After that, try building your project again by selecting `Product > Build` or using the keyboard shortcut `Command + B`.    6. Check for any custom changes: If you or someone in your team made any custom changes to the Yoga package, check if those changes are causing the issue. If possible, revert the changes and try building the project again. *[Incorrect (Irrelevant)]*    7. Reach out to the package maintainer: If none of the above steps resolve the issue, it's possible that the Yoga package needs to be updated or fixed for compatibility with Xcode 14.3. In that case, consider reaching out to the package maintainer or checking for any open issues or pull requests related to this problem in the package's repository.    If the issue persists, it may be necessary to rollback to a previous version of Xcode temporarily until a compatible version of the Yoga package is available. | Not Comprehensive  Usefulness (1)  --------------------  Not Correct  Inconsistent  Not Concise |
| 74651107 | Failed to build ta-lib ERROR: Could not build wheels for ta-lib, which is required to install pyproject.toml-based project  <https://stackoverflow.com/questions/74651107/failed-to-build-ta-lib-error-could-not-build-wheels-for-ta-lib-which-is-requir#:~:text=The%20trick%20is%20to%20rely,inject(Router)%3B%20return%20authService>. | The error you encountered while trying to install TA-Lib indicates that there was a problem building the wheel for the package. This issue can occur due to missing dependencies or compiler-related problems. Here are a few steps you can try to resolve the problem: *[Inconsistent (Number of Solutions)]*    1. Ensure that you have the necessary build tools installed on your system. On Linux, you may need to install the `build-essential` package, which includes compilers and other essential build tools. On Windows, you might need to install Microsoft Visual C++ Build Tools. You can find instructions for your specific operating system on the TA-Lib GitHub repository: https://github.com/mrjbq7/ta-lib#installation    2. Install the TA-Lib library system dependencies. TA-Lib relies on certain dependencies such as `libtool` and `automake`. You can install them using the package manager on your operating system. Again, refer to the installation instructions on the TA-Lib GitHub repository for specific guidance.    3. Try installing the pre-compiled wheel directly from the Python Package Index (PyPI) using the `--prefer-binary` flag with pip:    ```python  pip install --prefer-binary ta-lib  ```    This command attempts to download and install a pre-compiled wheel if available, which can avoid build-related errors.    4. If the above steps do not work, you can try installing TA-Lib from source. Clone the TA-Lib repository from GitHub and build and install it manually:    ```bash  git clone https://github.com/mrjbq7/ta-lib.git  cd ta-lib  ./configure --prefix=/usr  make  sudo make install  ```    After successfully installing TA-Lib from source, you should be able to install the Python package using pip:    ```python  pip install ta-lib  ``` *[Inconsistent (Factual)]*    By following these steps, you should be able to resolve the error and successfully install TA-Lib. | Partially Comprehensive  Usefulness (3)  --------------------  Correct  Inconsistent  Concise |
| 74678449 | How to use the @nuxtjs/axios module with Nuxt3?  <https://stackoverflow.com/questions/74678449/how-to-use-the-nuxtjs-axios-module-with-nuxt3?page=1&tab=scoredesc#tab-top> | In Nuxt 3, the `@nuxtjs/axios` module has been replaced with a built-in `fetch` function for making HTTP requests. Here's how you can use it to fetch data from the API:    First, remove the `@nuxtjs/axios` module from your `nuxt.config.ts` file since it's no longer needed.    ```javascript  // nuxt.config.ts    export default defineNuxtConfig({  // ...other config options  })  ```    Next, update your component code to use the `fetch` function instead of `asyncData` or `fetch` lifecycle hooks:    ```html  <template>  <div>  <!-- Display the fetched data -->  <div v-if="data">  <div v-for="product in data" :key="product.id">  {{ product.title }}  </div>  </div>  </div>  </template>    <script>  export default {  async fetch() {  const response = await fetch('https://fakestoreapi.com/products/')  this.data = await response.json()  },  data() {  return {  data: null  }  }  }  </script>  ```    With this approach, the `fetch` function is automatically called on the server-side during the initial render and on the client-side when navigating between pages. The fetched data is stored in the component's `data` property, which you can then use in your template.    Note that in Nuxt 3, you can use the built-in `fetch` function to make HTTP requests instead of relying on a separate module like `@nuxtjs/axios`. *[Not Concise (Redundant)]* | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Not Concise |
| 74685374 | Package sensio/framework-extra-bundle is abandoned  <https://stackoverflow.com/questions/74685374/package-sensio-framework-extra-bundle-is-abandoned> | If you have deleted the `sensio/framework-extra-bundle` package and your routes no longer work, you can follow these steps to migrate to the recommended solution, which is to use Symfony annotations directly:    1. Remove the SensioFrameworkExtraBundle references:  - Remove the bundle configuration from your `config/bundles.php` file.  - Remove the bundle configuration from your `config/routes/annotations.yaml` file.    2. Update your controller annotations:  - Open your controllers and update the annotations that were using the SensioFrameworkExtraBundle.  - Replace the `@Template` annotation with the `@Symfony\Component\Routing\Annotation\Template` annotation.    3. Update your route definitions:  - In your `config/routes/annotations.yaml` file, find the routes that were defined using SensioFrameworkExtraBundle annotations.  - Replace the `@Route` annotation with the `@Symfony\Component\Routing\Annotation\Route` annotation.    4. Ensure that the Symfony Routing component is installed:  - Check your `composer.json` file and make sure the Symfony Routing component is listed as a dependency. If it's missing, add it manually:  ```json  "require": {  "symfony/routing": "^6.2"  }  ```    5. Update your routes and controller logic:  - Review your routes and make sure they are defined correctly using the new annotations.  - Update your controller methods to use the appropriate Symfony components and features. Make sure to consult the Symfony documentation for any changes or updates that may be required.    6. Test and verify:  - After making the necessary changes, test your application thoroughly to ensure that all routes and functionality are working as expected.    By following these steps, you should be able to migrate away from the abandoned `sensio/framework-extra-bundle` package and use the recommended Symfony annotations instead. Remember to consult the Symfony documentation for more detailed information on how to use the annotations and Symfony's routing system. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Concise |
| 74695402 | BUG! exception in phase 'semantic analysis' in source unit '\_BuildScript\_' Unsupported class file major version 63  <https://stackoverflow.com/questions/74695402/bug-exception-in-phase-semantic-analysis-in-source-unit-buildscript-unsup> | The error message you encountered suggests that the class file version used in your React Native application is not supported by the Java version you have installed.    The "Unsupported class file major version 63" error typically occurs when you are using a Java version that does not support the class file format used in your project. Java 19.0.1 is not a valid version number, as the latest stable version of Java at the time of my knowledge cutoff in September 2021 is Java 17. *[Incorrect (Factual), Inconsistent (Factual)]*    To resolve this issue, you can try the following steps:    1. Make sure you have a compatible version of Java installed: Ensure that you have a supported version of Java installed on your system. As of now, Java 17 is the latest stable version. You can download and install Java 17 from the official Java website. *[Incorrect (Factual), Inconsistent (Factual)]*    2. Update your project configuration: If you have recently updated your Java version, make sure your project's configuration is also updated to use the correct Java version. Check your project's build.gradle file and make sure the `sourceCompatibility` and `targetCompatibility` settings are set to a compatible version, such as 1.8 for Java 8 or 11 for Java 11.    3. Clean and rebuild your project: After making the necessary changes to your project's configuration, clean the project build artifacts and rebuild it. You can use the Gradle `clean` task to remove any previously compiled files and then run the `assemble` task to rebuild the project.    If the issue persists after following these steps, please provide more details about your project's configuration, such as the contents of your build.gradle files and any other relevant information, so that I can assist you further. | Fully Comprehensive  Usefulness (4)  --------------------  Partially Incorrect  Inconsistent  Concise |
| 74696923 | How to solve Odd numbered Node.js versions will not enter LTS status and should not be used for production node:16120 UnhandledPromiseRejectionWarning  <https://stackoverflow.com/questions/74696923/how-to-solve-odd-numbered-node-js-versions-will-not-enter-lts-status-and-should> | The error message you encountered indicates that you are using an unsupported version of Node.js (v11.0.0) with Angular CLI. Odd-numbered Node.js versions do not enter long-term support (LTS) status and are not recommended for production use.    To solve this issue, you have a couple of options:    1. \*\*Upgrade Node.js\*\*: It's best to use a Node.js version that is either an LTS release or the latest stable release. As of my knowledge cutoff in September 2021, the current LTS version is 14.x.x, and the latest stable version is 16.x.x. You should consider upgrading your Node.js installation to a supported version.    - If you are using Node Version Manager (NVM), you can install a new version by running the following command:  ```  nvm install <desired\_version>  ```  Replace `<desired\_version>` with the version you want to install (e.g., 14, 16). After installing, you can switch to the new version by running `nvm use <desired\_version>`.    - Alternatively, you can download and install a specific Node.js version from the official Node.js website: [https://nodejs.org](https://nodejs.org).    2. \*\*Use a version manager\*\*: If you require multiple Node.js versions for different projects, you can consider using a version manager like NVM (Node Version Manager) or N (Node.js version management).    - NVM: [https://github.com/nvm-sh/nvm](https://github.com/nvm-sh/nvm)  - N: [https://github.com/tj/n](https://github.com/tj/n)    Version managers allow you to switch between different Node.js versions easily, enabling you to use the appropriate version for each project.    Once you have a supported version of Node.js installed, you should be able to create a new Angular application without encountering the error you mentioned. | Fully Comprehensive  Usefulness (5)  --------------------  Partially Incorrect  Inconsistent  Concise |
| 74698021 | Installing node: /lib64/libm.so.6: version `GLIBC\_2.27' not found (required by node) error on linux  <https://stackoverflow.com/questions/74698021/installing-node-lib64-libm-so-6-version-glibc-2-27-not-found-required-by-n> | The error message you're seeing indicates that the version of the GNU C Library (glibc) installed on your Linux system is older than the version required by the Node.js binary you're trying to run. To resolve this issue, you have a few options:    1. Update glibc: You can try updating glibc on your system to a version that includes the required `GLIBC\_2.27` symbol. However, updating glibc is a complex process and can potentially break other applications on your system. It's generally not recommended unless you have a good understanding of the implications and have a specific need for the updated library.    2. Use a different Node.js binary: Instead of using the Node.js binary you downloaded, try using a precompiled binary that is compatible with your version of glibc. You can find precompiled binaries of Node.js on the official Node.js website or use package managers like `apt` or `yum` to install Node.js, which will automatically handle dependencies.    3. Build Node.js from source: Another option is to build Node.js from source on your system. This will ensure that the compiled binary is compatible with your specific glibc version. You can find instructions for building Node.js from source in the official Node.js documentation.    It's worth mentioning that the above options might have their own complexities and potential drawbacks, so it's important to carefully consider the best approach based on your specific requirements and the constraints of your system. | Fully Comprehensive  Usefulness (5)  --------------------  Partially Incorrect  Inconsistent  Concise |