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| ID | Title and post link | ChatGPT Answer | Overall Labels |
| 76002806 | Extra std::map::contains call vs handling an exception?  <https://stackoverflow.com/questions/76002806/extra-stdmapcontains-call-vs-handling-an-exception> | In terms of efficiency, it is generally more efficient to use the `contains` function instead of handling an exception when dealing with a `std::map` in C++.    The `contains` function was introduced in C++20 and is specifically designed to check if a key exists in the `std::map`. It returns a `bool` indicating whether the key is present in the map or not. *[Not Concise (Excess)]*    On the other hand, using an exception handling mechanism, such as a `try`-`catch` block, can incur additional runtime overhead when an exception is thrown. Exception handling involves unwinding the call stack and searching for an appropriate catch block, which can be relatively expensive compared to a simple function call like `contains`.    Therefore, if you are primarily interested in checking the existence of a key in a `std::map`, it is recommended to use the `contains` function rather than relying on exceptions. This approach can provide better performance and also makes the code more explicit and readable.    Here's an example of using `contains` in your code:    ```cpp  if (my\_map.contains(my\_key))  return my\_map.at(my\_key);  ``` *[Not Concise (Redundant)]*    By using `contains` before accessing the element, you avoid the overhead of throwing and catching an exception. *[Not Concise (Redundant)]* | Partially Comprehensive  Usefulness (4)  --------------------  Correct  Consistent  Not Concise |
| 76002989 | Numpy is there a reverse broadcast?  <https://stackoverflow.com/questions/76002989/numpy-is-there-a-reverse-broadcast> | No, there isn't a single function in NumPy that performs the reverse operation you described directly. The reverse operation you implemented using `np.add.reduce` is the correct approach to achieve the desired result.    In NumPy, broadcasting allows for element-wise operations between arrays with different shapes, but it does not provide a direct reverse operation to collapse axes in a specific way. *[Not Concise (Redundant)]*    Therefore, using `np.add.reduce` twice as you did is the recommended approach to sum the leading axes and then the remaining singleton axes in order to obtain the desired shape. *[Not Concise (Redundant)]* | Partially Comprehensive  Usefulness (4)  --------------------  Correct  Consistent  Not Concise |
| 76003038 | What is the default for the attribute fetch in a ManyToOne annotation in Doctrine/PHP?  <https://stackoverflow.com/questions/76003038/what-is-the-default-for-the-attribute-fetch-in-a-manytoone-annotation-in-doctrin> | In Doctrine/PHP, the default fetch mode for the `@ManyToOne` association is "LAZY". If you do not explicitly specify the fetch attribute in the `@ManyToOne` annotation, it will default to "LAZY" fetching.    Lazy fetching means that the related entity (in this case, `Fee`) will only be loaded from the database when it is actually accessed in your code. On the other hand, if you specify `fetch="EAGER"`, it means that the related entity will be eagerly loaded along with the owning entity (`Client`) whenever a query is made to retrieve the owning entity.    To summarize:  - If you don't specify the `fetch` attribute in the `@ManyToOne` annotation, it defaults to "LAZY" fetching.  - If you explicitly set `fetch="EAGER"`, it indicates eager fetching, which loads the related entity immediately.    It's worth noting that the default fetch mode can also be configured globally for all associations in Doctrine's configuration settings, but the default behavior for `@ManyToOne` is "LAZY" if not overridden. *[Not Concise (Excess)]* | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Not Concise |
| 76003163 | Showare 6: page.customerGroup returns null in twig template CustomerGroupRegistrationPage  <https://stackoverflow.com/questions/76003163/showare-6-page-customergroup-returns-null-in-twig-template-customergroupregistr> | If you're encountering an issue where `page.customerGroup` is returning `null` in your Twig template for the CustomerGroupRegistrationPage in Shopware 6, there could be a few potential causes for this behavior. Here are some possible solutions to consider: *[Inconsistent (Number of Solutions)]*    1. Check the Twig template inheritance: Ensure that the Twig template you are working with (`CustomerGroupRegistrationPage.html.twig`) is inheriting the correct parent template that defines the `customerGroup` variable. Double-check the template hierarchy and make sure the necessary data is being passed down correctly. *[Incorrect (Concept), Inconsistent (Concept)]*    2. Verify the data availability: Ensure that the `customerGroup` data is being correctly passed to the template from the controller or the associated data provider. Check the respective PHP code responsible for rendering the CustomerGroupRegistrationPage and verify that the `customerGroup` variable is being set with the appropriate value.    3. Debug the variable assignment: If the `customerGroup` variable is expected to be set in the controller or data provider, but it is not being assigned correctly, you may need to debug the code responsible for setting that variable. Check the relevant PHP files and verify that the data is being retrieved and assigned properly.    4. Confirm the data availability: Make sure that the `customerGroup` variable is actually populated with a value before it is passed to the Twig template. You can use `{{ dump() }}` or `{{ dump(page.customerGroup) }}` in the parent template or controller to verify if the variable is correctly populated. *[Incorrect (Concept), Inconsistent (Concept), Not Concise (Redundant)]*    5. Clear cache: If you recently made changes to the code or the configuration related to the customer group registration page, try clearing the cache. In Shopware 6, you can use the CLI command `bin/console cache:clear` to clear the cache and ensure that the latest changes are being reflected. *[Incorrect (Concept), Inconsistent (Concept)]*    6. Review customizations or plugins: If you have made customizations to the customer group registration page or are using any plugins that modify its behavior, review those customizations or plugin configurations to ensure they are not causing the issue. Disable any relevant plugins temporarily to see if the problem persists. *[Incorrect (Concept), Inconsistent (Concept)]*    By following these steps, you should be able to identify and resolve the issue with accessing the `customerGroup` variable in the Twig template for the CustomerGroupRegistrationPage in Shopware 6. | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Concise |
| 76003284 | Why does the status of parallel jobs is never set to "finished" even after job finished?  <https://stackoverflow.com/questions/76003284/why-does-the-status-of-parallel-jobs-is-never-set-to-finished-even-after-job-f> | The reason the status of parallel jobs is not updated to "finished" in your code is because the `status\_dict` dictionary is not being updated within the child processes. Each child process has its own separate memory space, and changes made to variables within a child process do not affect the parent process. *[Not Concise (Excess)]*    In your code, you are using a `Manager().dict()` object to create a shared dictionary between processes. This allows different processes to access and modify the dictionary concurrently. However, in your `run\_job` function, you are not updating the `status\_dict` dictionary directly. Instead, you are updating a local dictionary called `par`, which is not shared among processes.    To fix this issue, you can modify your `run\_job` function to update the `status\_dict` directly. Here's an updated version of your code:    ```python  import multiprocessing  import time    # Run jobs in parallel  def run\_job(jn, status\_dict):  print(f"Starting job {jn}...")  time.sleep(3)  print(f"Finished job {jn}.")  status\_dict[jn] = True    if \_\_name\_\_ == '\_\_main\_\_':  list\_jobs = ["JOB4", "JOB11", "JOB23"]  processes = []    manager = multiprocessing.Manager()  status\_dict = manager.dict()  for jn in list\_jobs:  status\_dict[jn] = False  p = multiprocessing.Process(target=run\_job, args=(jn, status\_dict))  processes.append(p)  p.start()    print("------------123")  print(status\_dict)  while not all(status\_dict.values()):  for job\_id, status in status\_dict.items():  print("----")  print(job\_id, status)  time.sleep(1)    print("ENDE")  ```    In this updated code, the `run\_job` function takes the `status\_dict` as an argument and directly updates it when a job is finished. By doing this, the shared dictionary will be modified by the child processes, and the status will be correctly reflected in the parent process. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Not Concise |
| 76003329 | Creating a query that clones nodes and adds different properties  <https://stackoverflow.com/questions/76003329/creating-a-query-that-clones-nodes-and-adds-different-properties> | To create clones of each node with different properties, you can use the following Cypher query in Memgraph:    ```cypher  MATCH (n)  UNWIND [1, 2, 3] AS i  CREATE (copy:Clone {id: n.id + '\_' + toString(i), name: n.name + ' Clone ' + i})  SET copy.property1 = 'value1', copy.property2 = 'value2', ...  RETURN copy  ``` *[Incorrect Code (Wrong API/Library/Function Usage), Inconsistent (Code)]*    In this query, we start by matching all nodes using `(n)`. Then, using the `UNWIND` clause, we iterate over the list `[1, 2, 3]` to create three clones for each node.    Inside the `CREATE` clause, we create a new node with the label `Clone` and set the desired properties. In this example, I've used `id` property as a combination of the original node's `id` and the iteration index (`i`) to ensure uniqueness.    After creating the clones, you can set their specific properties by using the `SET` clause. Replace `property1`, `property2`, etc., with the actual properties you want to assign different values to.    Finally, the `RETURN` clause retrieves the created clones, which you can further process or inspect.    Make sure to adapt the property names, data types, and values to match your specific use case. | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Concise |
| 76003350 | I'm writing a program to check the number whether it is armstrong or not. And I'm unable to find the,what is mistake?  <https://stackoverflow.com/questions/76003350/im-writing-a-program-to-check-the-number-whether-it-is-armstrong-or-not-and-i> | There are a couple of issues with your code:    1. The variable `c` is assigned the length of the number before converting it to a number. Therefore, `c` will always be `undefined` because `number.length` will be `undefined` for a number.  2. You are dividing `x` by 10 (`x /= 10`) in each iteration of the loop, which changes the value of `x` and will eventually make it 0. As a result, the final comparison `if (sum == x)` will always be false.  3. You need to store the original value of `x` before modifying it in the loop. Otherwise, you won't be able to compare the sum with the original number at the end.    Here's the corrected code:    ```javascript  const Armstrong\_number = (x) => {  let originalNumber = x; // Store the original number  let sum = 0;  let c = x.toString().length; // Get the number of digits    while (x > 0) {  let break\_number = x % 10;  let power = break\_number \*\* c;  sum += power;  x = Math.floor(x / 10); // Use Math.floor to get the integer division  }    if (sum == originalNumber) {  console.log("It is an Armstrong number");  } else {  console.log("It is not an Armstrong number");  }  };    let number = prompt("Enter a number");  number = Number.parseInt(number);  Armstrong\_number(number);  ```    With these changes, the code should correctly determine whether a number is an Armstrong number or not. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Concise |
| 76003402 | Pattern index not getting used in my postgres query  <https://stackoverflow.com/questions/76003402/pattern-index-not-getting-used-in-my-postgres-query> | If you have created an index on the "email" column using the `varchar\_pattern\_ops` operator class, it should be capable of speeding up your query. However, there could be a few reasons why the index is not being utilized. *[Inconsistent (Number of Solutions)]*    1. Low selectivity of the indexed column: If the "email" column has a low selectivity, meaning there are only a few distinct values, the database optimizer might choose not to use the index. In such cases, a sequential scan of the table might be more efficient than using the index. *[Inconsistent (Factual)]*    2. Insufficient data distribution statistics: The database optimizer relies on accurate statistics about the data distribution in order to make informed decisions about query execution plans. If the statistics are outdated or inaccurate, the optimizer might not choose to use the index. You can try updating the statistics using the `ANALYZE` command. *[Inconsistent (Factual)]*    3. Other conditions or join operations in the query: If there are additional conditions or join operations in your query that prevent the use of the index, the optimizer might choose a different execution plan. Make sure there are no conflicting conditions or join operations that interfere with the index usage.    To investigate the issue further, you can use the `EXPLAIN` command in PostgreSQL to get more information about how the query is being executed and why the index is not used. This will provide insights into the query plan chosen by the optimizer and help identify the problem areas.    Additionally, you may consider using the `pg\_stat\_statements` extension to gather information about the actual query performance over time, including execution time, number of rows fetched, and so on. This can help you identify the bottlenecks in your query and optimize it accordingly.    Overall, optimizing query performance involves a combination of factors, including proper indexing, accurate statistics, and query design. Understanding the query execution plan and analyzing the query statistics can help you identify the specific areas for improvement. | Fully Comprehensive  Usefulness (3)  --------------------  Partially Correct  Inconsistent  Concise |
| 76003560 | Mongodb storage and retreival in mongogo driver  <https://stackoverflow.com/questions/76003560/mongodb-storage-and-retreival-in-mongogo-driver> | The difference in data when using an interface versus a slice of maps in your MongoDB document is due to the way the Go MongoDB driver handles the decoding of BSON documents into Go structs.    When you specify the `Data` field as an interface{}, the MongoDB driver tries to decode the BSON array into a slice of `interface{}` values. Since BSON arrays can contain values of different types, the driver decodes each element of the array into a separate map[string]interface{} value. That's why you get multiple maps in this case.    When you specify the `Data` field as a slice of maps (`[]map[string]interface{}`), the MongoDB driver directly decodes the BSON array into the specified slice type. Since the BSON array in your document contains only one element, the driver assigns that single map to your slice, resulting in a slice with a single map.    In both cases, the data stored in MongoDB is the same. The difference lies in how the MongoDB driver maps that data to your Go struct. If you expect your `Data` field to contain multiple maps, you should use the interface{} type. If you expect only a single map, you should use the slice of maps type.    It's important to note that using the interface{} type makes it more difficult to work with the data since you'll need to perform type assertions to access the values in the map. On the other hand, using a slice of maps provides a more structured representation, making it easier to access and manipulate the data. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Concise |
| 76003701 | Display HTML class not showing inside an if-else block in Jupyter Notebook  <https://stackoverflow.com/questions/76003701/display-html-class-not-showing-inside-an-if-else-block-in-jupyter-notebook> | The issue you're facing is related to how Jupyter Notebook handles the display of objects inside conditional statements. Jupyter Notebook expects the output of a cell to be the result of the last line of code executed within that cell. In your case, when the `display('df')` line is inside the `if` statement, the last line of code executed is the `if` statement itself, which doesn't produce any visible output.    To work around this, you can modify your code slightly to ensure that the `display('df')` line is the last line executed in the cell. One way to do this is by adding an explicit `print` statement to display the output:    ```python  if inside:  display('df')  print('Displayed df')  ``` *[Incorrect Code (Wrong API/Library/Function Usage), Inconsistent (Code)]*    With this change, the output of the `display('df')` line will be displayed even if it's inside the `if` statement.    Alternatively, you can assign the result of the `display('df')` line to a variable and then print that variable outside the conditional statement:    ```python  if inside:  df\_display = display('df')    # Print the display  df\_display  ```    This way, the display object is created inside the `if` statement but printed outside of it, ensuring that the output is displayed.    Remember to execute the modified cell to see the desired output. | Fully Comprehensive  Usefulness (4)  --------------------  Partially Incorrect  Inconsistent  Concise |
| 76003764 | why I got Cannot invoke method view() on null object  <https://stackoverflow.com/questions/76003764/why-i-got-cannot-invoke-method-view-on-null-object> | The error message "Cannot invoke method view() on null object" typically occurs when you attempt to call a method on a variable or object that is null, meaning it doesn't have a value assigned to it. *[Not Concise (Redundant)]*    In your code, it seems like the issue is with the `parsefq` process. The `parsefq` process is defined as a workflow with an input parameter `samplesheet`, but you're invoking it as a process in the second workflow without providing any input. Therefore, the `parsefq` process receives a null object, and when you try to call the `view()` method on it, you get the error. *[Incorrect (Factual)]*    To resolve this issue, you need to make sure you're providing a valid input to the `parsefq` process. Assuming that `ch\_input` is the input file you want to pass, you should modify your code as follows:    ```groovy  workflow {  ch\_input = file(params.input)  parsefq(ch\_input)  .set { ch\_fq }  .reads  .view()  }  ``` *[Incorrect Code (Wrong API/Library/Function Usage), Inconsistent (Code)]*    In the updated code, `ch\_input` is passed as an input to the `parsefq` process, and the `reads` channel is accessed to call the `view()` method. | Not Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Not Concise |
| 76003770 | Pandas installed but not recognised by IDLE on Mac  <https://stackoverflow.com/questions/76003770/pandas-installed-but-not-recognised-by-idle-on-mac> | Based on the information provided, it seems like you have installed Pandas correctly in your Anaconda environment, but it's not being recognized by IDLE. This issue might be caused by the fact that IDLE is not using the same Python interpreter as your Anaconda environment.    To resolve this issue, you can follow these steps:    1. Open a terminal or command prompt.  2. Activate your Anaconda environment by running the following command:  ```  conda activate  ```  3. Launch IDLE from the command line by running the `idle3` command. This ensures that IDLE is launched using the Python interpreter from your Anaconda environment.    Once IDLE is launched with the Anaconda environment, try importing Pandas again using `import pandas` in the IDLE Shell. It should now be able to recognize the Pandas module.    If the issue persists, you can try reinstalling IDLE within your Anaconda environment. To do this, follow these steps: *[Inconsistent (Factual)]*    1. Activate your Anaconda environment as mentioned earlier.  2. Run the following command to reinstall IDLE:  ```  conda install -c anaconda idle  ```  3. After the installation is complete, launch IDLE using the `idle3` command from the command line.    By reinstalling IDLE within the Anaconda environment, it should be configured to use the correct Python interpreter and recognize the Pandas module.    If you continue to experience issues, it might be helpful to provide more information about your operating system, Python versions, and any error messages you encounter. | Partially Comprehensive  Usefulness (3)  --------------------  Correct  Inconsistent  Concise |
| 76003777 | Open selected <a> tag link on button submit?  <https://stackoverflow.com/questions/76003777/open-selected-a-tag-link-on-button-submit> | Yes, you can use jQuery to achieve this functionality. Here's an example of how you can open the selected `<a>` tag link when the submit button is clicked:    ```html  <!DOCTYPE html>  <html>  <head>  <title>Open Selected Link on Button Submit</title>  <script src="https://code.jquery.com/jquery-3.6.0.min.js"></script>  <script>  $(document).ready(function() {  var selectedLink = "";    // Handle click event on the <a> tags  $("a").click(function() {  $("a").removeClass("selected"); // Remove "selected" class from all <a> tags  $(this).addClass("selected"); // Add "selected" class to the clicked <a> tag  selectedLink = $(this).attr("href"); // Store the selected link in a variable  });    // Handle click event on the submit button  $("button[type='submit']").click(function(event) {  event.preventDefault(); // Prevent form submission    if (selectedLink !== "") {  window.open(selectedLink); // Open the selected link in a new window or tab  } else {  alert("Please select a link."); // Show an alert if no link is selected  }  });  });  </script>  <style>  .selected {  background-color: yellow; // Optional: Highlight the selected link  }  </style>  </head>  <body>  <ul>  <li class="link-a"><a href="https://google.com">LINK A</a></li>  <li class="link-b"><a href="https://yahoo.com">LINK B</a></li>  </ul>  <button type="submit">Open clicked link</button>  </body>  </html>  ``` *[Incorrect Code (Wrong Logic), Inconsistent (Code)]*    In the above code, when you click on one of the `<a>` tags, it adds a "selected" class to the clicked `<a>` tag and stores its href value in the `selectedLink` variable. When the submit button is clicked, it checks if a link is selected (i.e., `selectedLink` is not empty). If a link is selected, it opens the link using `window.open()`. Otherwise, it displays an alert message asking the user to select a link.    You can try running this code in an HTML file and test the functionality. Click on one of the links, and when you click the submit button, it should open the selected link in a new window or tab. | Partially Comprehensive  Usefulness (2)  --------------------  Incorrect  Inconsistent  Concise |
| 76003905 | I can't align an image to the right  <https://stackoverflow.com/questions/76003905/i-cant-align-an-image-to-the-right> | Certainly! I can help you with aligning an image to the right using HTML and CSS. There are a few different approaches you can take. Here's an example using CSS:    HTML:  ```html  <div class="container">  <img src="your-image.jpg" alt="Your Image">  </div>  ```    CSS:  ```css  .container {  text-align: right;  }  ``` *[Inconsistent (Code)]*    In this example, we wrap the image inside a container div. Then, we apply the `text-align: right;` CSS property to the container div. This will align the image to the right within the container.    Make sure to replace `"your-image.jpg"` with the actual path or URL of your image file.    If you're still experiencing issues with the image getting bigger or smaller, it's possible that there are other conflicting CSS rules or styles affecting the image. In such cases, it can be helpful to inspect the element using browser developer tools to see which styles are being applied and if any conflicts exist.    If you have any other CSS rules or specific requirements for the image alignment, please let me know, and I'll be happy to assist you further. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Inconsistent  Concise |
| 76003976 | Hover method is not working when shadow root is used  <https://stackoverflow.com/questions/76003976/hover-method-is-not-working-when-shadow-root-is-used> | The error message you provided suggests that the `driver` method is being called on a `Watir::ShadowRoot` object, but it's not defined for that object. The `driver` method is typically used to access the underlying Selenium WebDriver instance.    In your code snippet, you're trying to call the `driver` method on `@query\_scope`, which seems to be an instance of `Watir::HTMLElement`. However, since you're working with a shadow root, you need to access the `driver` from the parent element that contains the shadow root.    To resolve this issue, you can try modifying your code as follows:    ```ruby  loc = locator.split("=")  parent\_element = @browser.element(loc.first => loc.last)  shadow\_root = parent\_element.shadow\_root    # Perform actions within the shadow root  text\_field = shadow\_root.text\_field  text\_field.click  text\_field.hover  ``` *[Incorrect Code(Wrong Logic), Inconsistent (Code)]*    By accessing the `driver` from the parent element (`parent\_element`), you should be able to perform actions like clicking and hovering within the shadow root successfully. | Fully Comprehensive  Usefulness (2)  --------------------  Incorrect  Inconsistent  Concise |
| 76004087 | Typescript is not warning that a key doesn't exist on type  <https://stackoverflow.com/questions/76004087/typescript-is-not-warning-that-a-key-doesnt-exist-on-type> | In TypeScript, when you use an index signature (`Record<string, ...>`) to define a mapping, the compiler will not provide type checking for keys that are not explicitly defined in the index signature. That's why you're not getting a warning when accessing `FIELD\_NAMES.X`.    To enforce type safety and get warnings for keys that don't exist on `FIELD\_NAMES`, you can define `FIELD\_NAMES` as a union type instead of using `Record<string, ...>`. Here's an updated version of your code:    ```typescript  interface FormValue {  fieldA: string;  fieldB: number;  }    const FIELD\_NAMES = {  FIELD\_A: 'fieldA',  FIELD\_B: 'fieldB'  } as const;    type FieldNames = typeof FIELD\_NAMES[keyof typeof FIELD\_NAMES]; // Union of allowed field names    function getField(fieldName: FieldNames) {  return fieldName;  }    getField(FIELD\_NAMES.FIELD\_A); // Works fine  getField(FIELD\_NAMES.X); // Error: Property 'X' does not exist on type 'typeof FIELD\_NAMES'  ``` *[Inconsistent (Code)]*    In this code, `FIELD\_NAMES` is defined without specifying a type explicitly. The `typeof FIELD\_NAMES` expression captures the type of `FIELD\_NAMES` as a union of its values. The `keyof typeof FIELD\_NAMES` part gets the union of keys from `FIELD\_NAMES`. Then, `FieldNames` is defined as the type of values from `FIELD\_NAMES`.    By using `FieldNames` as the type for the `fieldName` parameter in the `getField` function, you ensure that only valid field names can be passed. If you try to pass `FIELD\_NAMES.X`, TypeScript will give you an error indicating that `X` does not exist on `typeof FIELD\_NAMES`. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Inconsistent  Concise |
| 76004109 | Is it possible to kill hanging Flows in a corda node via another node?  <https://stackoverflow.com/questions/76004109/is-it-possible-to-kill-hanging-flows-in-a-corda-node-via-another-node> | In Corda, flows are designed to be long-lived processes that execute asynchronously, allowing for complex interactions between parties. *[Not Concise (Redundant)]* However, there is no built-in mechanism in Corda to directly kill or terminate a hanging flow from another node.    When a flow is initiated, it progresses through various states, such as "Initialization," "Collecting signatures," and "Finalizing transaction." If a flow gets stuck or hangs at any point, it typically means that it's waiting for a specific condition or for input from another party. *[Not Concise (Excess)]*    To handle hanging flows or address unresponsive parties, you can consider the following approaches:    1. Timeouts: Implement timeout mechanisms within your flows to handle situations where a response is not received within a specified timeframe. You can use Corda's built-in `TimeoutFlow` or custom logic to trigger actions when a timeout occurs.    2. Flow cancellation via a third-party oracle: Instead of directly killing a hanging flow from another node, you can introduce a third-party oracle that monitors the state of flows. If it detects a flow that has been hanging for an extended period, it can raise an alert or take appropriate actions to mitigate the issue.    3. Corda Shell or API: You can leverage the Corda Shell or Corda's RPC API to interact with a node and manually terminate a flow. However, this approach requires direct access to the node where the flow is running and may not be suitable in your scenario where PartyA's RPC connection is not available on the client side.    4. Redeploy the flow with enhanced error handling: If you have control over the flow code, you can modify it to handle potential failure scenarios more gracefully, incorporating retry mechanisms or error handling logic to recover from hanging states.    Remember that Corda is designed to support distributed and fault-tolerant workflows, so it's important to carefully consider the implications and potential risks of forcefully terminating or killing flows. It's often preferable to design your flows and business logic in a way that allows for recovery and proper handling of exceptional scenarios. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Not Concise |
| 76004117 | ListView viewable under background  <https://stackoverflow.com/questions/76004117/listview-viewable-under-background> | To ensure that the `ListView` stays within the `SizedBox`, you can wrap it with a `Container` and set its height to match the desired height of the `SizedBox`. Here's an updated version of your code with the necessary changes:    ```dart  class \_AnnoyingListState extends State<AnnoyingList> {  @override  Widget build(BuildContext context) {  return SizedBox(  height: 250,  child: Container(  height: 250, // Set the height of the Container to match the SizedBox  child: ListView(  children: [  ListTile(  tileColor: const Color.fromARGB(93, 88, 127, 158),  shape: RoundedRectangleBorder(  side: const BorderSide(width: 2),  borderRadius: BorderRadius.circular(50),  ),  title: const Text('Tile 1'),  ),  const SizedBox(height: 20),  ListTile(  tileColor: const Color.fromARGB(93, 88, 127, 158),  shape: RoundedRectangleBorder(  side: const BorderSide(width: 2),  borderRadius: BorderRadius.circular(50),  ),  title: const Text('Tile 2'),  ),  // Rest of the ListTile widgets...  ],  ),  ),  );  }  }  ``` *[Incorrect Code (Wrong Logic), Inconsistent (Code)]*    By wrapping the `ListView` with a `Container` and setting its height, you ensure that the list stays contained within the specified height of the `SizedBox`. *[Inconsistent (Factual)]* | Fully Comprehensive  Usefulness (2)  --------------------  Incorrect  Inconsistent  Concise |
| 76004341 | How can I make a navbar toggler collapse when an option is selected?  <https://stackoverflow.com/questions/76004341/how-can-i-make-a-navbar-toggler-collapse-when-an-option-is-selected> | To make the toggler collapse when an option is selected in the language selection dropdown, you can add an event handler to the `<select>` element and manually close the navbar collapse. Here's an updated version of your code with the necessary changes:    ```jsx  import { useState } from 'react';  import { Navbar, Container, Nav } from 'react-bootstrap';    const MyNavbar = () => {  const [expanded, setExpanded] = useState(false);    const handleToggleCollapse = () => {  setExpanded(!expanded);  };    const handleLanguageChange = (e) => {  // Close the navbar collapse  setExpanded(false);    // Handle language change logic  // ...  };    return (  <Navbar  bg="dark"  variant="dark"  className="fixed-top"  expand="lg"  expanded={expanded}  >  <Container>  <Navbar.Brand href="#" className="navbar-left">  Page Title  </Navbar.Brand>  <Navbar.Toggle  aria-controls="responsive-navbar-nav"  onClick={handleToggleCollapse}  />  <Navbar.Collapse id="responsive-navbar-nav" className="nav-collapse">  <Nav className="mx-auto Nav">  <Nav.Link href="#" onClick={handleToggleCollapse}>  Link One  </Nav.Link>  <Nav.Link href="#" onClick={handleToggleCollapse}>  Link Two  </Nav.Link>  <Nav.Link href="#" onClick={handleToggleCollapse}>  Link Three  </Nav.Link>  </Nav>    <Nav>  <Nav.Link href="https://github.com/" onClick={handleToggleCollapse}>  GitHub  </Nav.Link>  <Nav.Link  href="https://www.linkedin.com"  onClick={handleToggleCollapse}  >  LinkedIn  </Nav.Link>  </Nav>  <div className="language-select">  <select  className="custom-select"  value={props.language}  onChange={handleLanguageChange}  >  <option value="English">English</option>  <option value="Español">Español</option>  </select>  </div>  </Navbar.Collapse>  </Container>  </Navbar>  );  };    export default MyNavbar;  ```    In this updated code, I've added the `expanded` state to keep track of the navbar collapse state. The `handleToggleCollapse` function is called when the toggle button or any NavLink is clicked, toggling the state of `expanded`.    Additionally, the `handleLanguageChange` function is invoked when an option is selected in the language selection dropdown. Inside this function, we first set `expanded` to `false` to close the navbar collapse. After that, you can implement the necessary logic to handle the language change.    By calling `handleToggleCollapse` or setting `expanded` to `false` in the event handlers for NavLinks and the language selection dropdown, the navbar will collapse whenever an option is selected or a NavLink is clicked, providing a consistent user experience. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Concise |
| 76004371 | Send an empty message instead of Embed Discord.Net  <https://stackoverflow.com/questions/76004371/send-an-empty-message-instead-of-embed-discord-net> | To send an empty message instead of an embed using Discord.Net, you can simply pass an empty string as the content parameter when sending the response. *[Incorrect (Factual), Inconsistent (Factual)]* Here's an example of how you can modify your code to send an empty message:    ```csharp  public static async Task Whois(SocketSlashCommand command)  {  var guildUser = (SocketGuildUser)command.Data.Options.First().Value;  var roleList = string.Join(",\n", guildUser.Roles.Where(x => !x.IsEveryone).Select(x => x.Mention));  var embedBuiler = new EmbedBuilder()  .WithAuthor(guildUser.ToString(), guildUser.GetAvatarUrl() ?? guildUser.GetDefaultAvatarUrl())  .WithTitle("Roles")  .WithDescription(roleList)  .WithColor(Color.Green)  .WithCurrentTimestamp();    // Send an empty message instead of the embed  await command.RespondAsync(content: "", embed: embedBuiler.Build());  }  ``` *[Incorrect Code (Wrong API/Library/Function Usage)]*    By passing an empty string as the `content` parameter, you will send an empty message as the response, and the embed will be omitted. | Fully Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Concise |
| 76004443 | Bottom Face of Cube not rendered - Face Cullling OpenGL  <https://stackoverflow.com/questions/76004443/bottom-face-of-cube-not-rendered-face-cullling-opengl> | Based on the code you provided, it seems that you have enabled face culling correctly in OpenGL. However, the issue you're facing is that the bottom face of the cube is not being rendered.    The problem lies in the definition of your cube indices. Specifically, you're defining the indices for the bottom face in a counter-clockwise (CCW) order, while you have set the front face to be culled in a clockwise (CW) order. Therefore, the bottom face is being culled and not rendered.    To fix this issue, you have a few options:    1. Change the winding order of the bottom face indices:  Update your `indices` array for the bottom face to use a counter-clockwise winding order (CCW):    ```cpp  // Bottom face  20, 23, 22,  22, 21, 20  ```    This will ensure that the bottom face is defined in the same winding order as the other visible faces of the cube.    2. Change the culling settings:  Instead of changing the winding order in the indices array, you can modify the face culling settings to cull the back face (or disable face culling) instead of the front face. This way, all the faces of the cube will be rendered.    ```cpp  // Face culling  glEnable(GL\_CULL\_FACE);  // Cull settings  glCullFace(GL\_BACK);  glFrontFace(GL\_CCW);  ```    Choose the approach that best suits your needs and make the necessary modifications to your code. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Consistent  Concise |
| 76004446 | Is there a library for sets that works with bool in Coq?  <https://stackoverflow.com/questions/76004446/is-there-a-library-for-sets-that-works-with-bool-in-coq> | In Coq, the standard library provides the `Ensemble` module for working with mathematical sets. As you mentioned, sets are typically represented as functions of type `U -> Prop`, where `U` is the universal type. This representation allows for a rich set of operations and properties to be defined and proved.    However, if you specifically want a representation of sets as functions of type `U -> bool`, where membership can be decided for any element of `U`, you can define your own custom representation. *[Inconsistent (Concept)]* This representation would allow for efficient computation but would lack some of the powerful properties and reasoning capabilities provided by the `Ensemble` module.    Here's an example of how you can define such a representation in Coq:    ```coq  Require Import Coq.Bool.Bool.    Definition set (U : Type) := U -> bool.    Definition in\_set {U : Type} (x : U) (S : set U) : bool :=  S x.    Definition empty\_set {U : Type} : set U :=  fun \_ => false.    Definition full\_set {U : Type} : set U :=  fun \_ => true.    Definition intersection {U : Type} (S1 S2 : set U) : set U :=  fun x => andb (S1 x) (S2 x).    Definition union {U : Type} (S1 S2 : set U) : set U :=  fun x => orb (S1 x) (S2 x).    Definition subset {U : Type} (S1 S2 : set U) : bool :=  forallb (fun x => implb (S1 x) (S2 x)).    Definition compute\_subset {U : Type} (elements : list U) (S : set U) : list U :=  filter (fun x => in\_set x S) elements.  ```    In this example, `set U` represents a set over the type `U`, `in\_set` checks if an element is in the set, `empty\_set` represents the empty set, `full\_set` represents the universal set, `intersection` computes the intersection of two sets, `union` computes the union of two sets, `subset` checks if one set is a subset of another, and `compute\_subset` computes the subset of elements that are also in a given set.    Keep in mind that this custom representation with `bool` functions sacrifices some of the expressiveness and reasoning capabilities provided by the `Ensemble` module. It may also have performance implications depending on the size of the universal set `U` and the sets you are working with. | Fully Comprehensive  Usefulness (5)  --------------------  Correct  Inconsistent  Concise |
| 76004632 | Bordeless editor maui UITextView Does not contain a definition for BorderStyle  <https://stackoverflow.com/questions/76004632/bordeless-editor-maui-uitextview-does-not-contain-a-definition-for-borderstyle> | It seems that the `UITextView` class in Maui does not have a `BorderStyle` property, which is why you're getting the error message. *[Not Concise(Redundant)]* In iOS, `UITextView` does not provide a direct way to remove the border style.    However, you can achieve a similar effect by using a custom renderer in your iOS project. *[Inconsistent (Concept)]* Here's an example of how you can do it:    1. Create a custom renderer for the `BorderlessEditor` in your iOS project:  ```csharp  using UIKit;  using Xamarin.Forms;  using Xamarin.Forms.Platform.iOS;    [assembly: ExportRenderer(typeof(BorderlessEditor), typeof(BorderlessEditorRenderer))]  namespace YourNamespace.iOS  {  public class BorderlessEditorRenderer : EditorRenderer  {  protected override void OnElementChanged(ElementChangedEventArgs<Editor> e)  {  base.OnElementChanged(e);    if (Control != null)  {  Control.Layer.BorderWidth = 0;  Control.Layer.BorderColor = UIColor.Clear.CGColor;  Control.TintColor = UIColor.Black; // Set the text color  }  }  }  }  ``` *[Incorrect Code (Wrong Logic)]*    2. Use the `BorderlessEditor` class in your Maui project, just as you've shown in your code snippet.    With this custom renderer, the border of the `UITextView` will be removed, and the text color will be set to black. Make sure to replace "YourNamespace" with the appropriate namespace in your iOS project.    Note: This solution is specific to iOS. On Android, the `BorderStyle` property can be used directly as you've mentioned in your code snippet. | Partially Comprehensive  Usefulness (2)  --------------------  Incorrect  Inconsistent  Not Concise |
| 76004633 | Auth0 React SDK not able to identify returning user with active session  <https://stackoverflow.com/questions/76004633/auth0-react-sdk-not-able-to-identify-returning-user-with-active-session> | Based on the code snippet you provided, it seems like you are using the Auth0 React SDK and the `useAuth0` hook to check if the user is authenticated. However, it's important to note that the Auth0 React SDK relies on browser cookies to maintain user sessions. When you open a new tab, the new tab does not share the same browser cookies as the original tab, so the Auth0 React SDK cannot automatically identify the existing session. *[Incorrect (Factual)]*    To achieve the desired behavior of recognizing the authenticated user without clicking on login again, you can consider using the Auth0 Silent Authentication feature. Silent Authentication allows you to silently renew the user's tokens without prompting for credentials if there is an active session. Here's how you can modify your code to incorporate silent authentication:    ```jsx  import { useEffect } from 'react';  import { useAuth0 } from '@auth0/auth0-react';  import { Navigate } from 'react-router-dom';    function Home(props) {  const { isAuthenticated, loginWithRedirect, getAccessTokenSilently } = useAuth0();    useEffect(() => {  const checkAuthentication = async () => {  if (isAuthenticated) {  // User is already authenticated  return;  }    try {  // Attempt to get tokens silently  await getAccessTokenSilently();  // Tokens obtained, user is authenticated  props.navigate('/dashboard');  } catch (error) {  // Tokens not found or other error occurred, user is not authenticated  }  };    checkAuthentication();  }, [isAuthenticated, getAccessTokenSilently, props]);    if (isAuthenticated) {  return <Navigate to="/dashboard" />;  } else {  return (  <>  <Hero />  <Content />  </>  );  }  }  ``` *[Inconsistent (Code)]*    In this updated code, we added an `useEffect` hook to check the user's authentication status when the `isAuthenticated` value changes. Within the effect, we attempt to obtain tokens silently using the `getAccessTokenSilently` method provided by the Auth0 React SDK. If the silent authentication is successful, we navigate the user to the dashboard. Otherwise, if the silent authentication fails or no tokens are found, the user remains unauthenticated and sees the home page.    Make sure you have set up the appropriate Auth0 configuration in your application, including the `auth0Provider` wrapping component and the necessary Auth0 client settings.    Note: Silent authentication has certain requirements and constraints, such as the user's session still being valid and certain browser settings being enabled. Ensure that your Auth0 configuration and browser settings are properly configured to support silent authentication.    If silent authentication is not possible due to specific constraints or requirements, you may need to explore alternative approaches or consider alternative authentication flows, such as using refresh tokens or utilizing a server-side component to check the user's session status. | Partially Comprehensive  Usefulness (4)  --------------------  Partially Incorrect  Inconsistent  Not Concise |
| 76004689 | Multiple unnest  <https://stackoverflow.com/questions/76004689/multiple-unnest> | The error you're encountering is because the `unnest` function is not applicable in the context you're using it. The `unnest` function is used to unnest arrays in BigQuery, but in your query, you're trying to unnest the result of regular expressions, which are not arrays.    To achieve your desired result of extracting values using regular expressions, you can use BigQuery's `REGEXP\_EXTRACT` function instead. *[Incorrect (Factual)]* Here's an updated version of your query that uses `REGEXP\_EXTRACT` to extract the desired values:    ```sql  SELECT  moi.ORDERNO,  REGEXP\_EXTRACT(itemdetails, r'"itemId\\":\\"(.\*?)\\",') AS sku,  REGEXP\_EXTRACT(itemdetails, r'"mrp\\":(.\*?),') AS mrp,  REGEXP\_EXTRACT(itemdetails, r'"discountPrice\\":(.\*?)}') AS discountedprice  FROM  `CUSTOMERS.MEDICINE\_ORDER\_INVOICE` moi  LIMIT  100  ``` *[Incorrect Code (Wrong Logic), Inconsistent (Code)]*    In this query, each `REGEXP\_EXTRACT` function extracts the desired value using a regular expression pattern. The pattern is enclosed in `r''`, which denotes a raw string and allows backslashes to be interpreted correctly.    Make sure to replace `CUSTOMERS.MEDICINE\_ORDER\_INVOICE` with the actual table name in your BigQuery dataset. | Not Comprehensive  Usefulness (2)  --------------------  Incorrect  Inconsistent  Concise |
| 76004833 | Profile under C:\Users\ "websitename" after IIS website when opened from localhost\websitename  <https://stackoverflow.com/questions/76004833/profile-under-c-users-websitename-after-iis-website-when-opened-from-localho> | The behavior you described, where opening a website from localhost creates a user profile under C:\Users with the website name, is not a standard behavior of IIS or Windows 10. It seems to be a unique issue specific to your environment.    Here are a few troubleshooting steps you can try to resolve the issue: *[Inconsistent (Number of Solutions)]*    1. Verify IIS Configuration: Double-check your IIS website configuration to ensure that it is pointing to the correct physical path (C:\inetpub\wwwroot\websitename). Make sure there are no unusual settings or customizations that might be causing this behavior.    2. Check IIS Application Pool Identity: Verify the identity used by the application pool associated with your website. By default, the application pool uses the "ApplicationPoolIdentity" which should not create user profiles. If you have explicitly set a custom identity, make sure it is not causing the issue.    3. Disable Anonymous Authentication: In IIS, check if the website has Anonymous Authentication enabled. Try disabling it and see if it still creates the user profile. This step can help identify if the user profile creation is related to authentication settings. *[Incorrect (Concept)]*    4. Review Local Group Policies: It's possible that there might be some local group policies affecting user profile creation. Review the local group policies on your Windows 10 machine and check if there are any policies related to user profiles that might be causing this behavior. You can access the Local Group Policy Editor by typing "gpedit.msc" in the Run dialog (Win + R). *[Incorrect (Concept)]*    5. Update Windows and IIS: Ensure that your Windows 10 Pro is up to date with the latest updates and patches. Also, make sure you have the latest version of IIS installed. Updating the software can sometimes resolve unusual issues.    6. Seek Professional Help: If the issue persists and you are unable to find a resolution, consider reaching out to Microsoft Support or a professional system administrator who can analyze your specific environment and provide tailored assistance.    Remember to always exercise caution when making changes to your system configuration, and make sure to back up any important data before proceeding. | Fully Comprehensive  Usefulness (4)  --------------------  Partially Incorrect  Inconsistent  Concise |
| 76004945 | Having difficulty with CSS selector for multiple possibilities  <https://stackoverflow.com/questions/76004945/having-difficulty-with-css-selector-for-multiple-possibilities> | The issue you're experiencing is related to the CSS selector syntax in Nokogiri. The `>` character has a special meaning in CSS selectors and is used to select direct children of an element. However, Nokogiri's CSS selector implementation does not currently support the use of the `>` character in combination with a comma (`,`) to select multiple possibilities.    To achieve your desired result, you can use the `:root` selector combined with the `:has` selector to select the `<tr>` nodes that are direct descendants of the `<table>` or the `<thead>` that is a direct descendant of the `<table>`. *[Inconsistent (Factual)]* Here's an updated code snippet that should work:    ```ruby  require 'nokogiri'    html = <<~HTML  <html>  <body>  <table>  <thead>  <tr>  <th>city</th>  <th>state</th>  <th>classification</th>  </tr>  </thead>  <tr>  <th>Blacksburg</th>  <td>Virginia</td>  <td>College</td>  </tr>  </table>  </body>  </html>  HTML    doc = Nokogiri::HTML(html)  table = doc.at('table')    puts table.search(':root > tr, :root > thead:has(> tr)').length  ``` *[Incorrect Code (Wrong Logic)]*    This code will output `2`, indicating that both `<tr>` elements have been successfully selected.    The `:root` selector targets the root element of the document (in this case, the `<table>` element). The `:has` selector is used to select elements that have a specific descendant matching the given selector. In this case, it selects the `<thead>` elements that have a direct child `<tr>`. | Partially Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Concise |
| 76005025 | How to fix "TypeError: Cannot read properties of undefined (reading 'length')" in nextjs?  <https://stackoverflow.com/questions/76005025/how-to-fix-typeerror-cannot-read-properties-of-undefined-reading-length-i> | In your code, the error "TypeError: Cannot read properties of undefined (reading 'length')" occurs because the `getposts` variable is undefined when initializing the `useState` for `posts`. This happens when Next.js first renders the page before `getStaticProps` has fetched the data.    To fix this issue, you can modify your code as follows:    1. Move the `getStaticProps` function outside of the `Main` component. This is because `getStaticProps` should be a top-level function in the page component file.    ```javascript  export async function getStaticProps() {  // Your existing code to fetch data  }  ```    2. Import the `getStaticProps` function into the `index.js` file.    ```javascript  import { getStaticProps } from "../components/main/main";  ```    3. Use the `getStaticProps` function to fetch the data and pass it as a prop to the `Main` component.    ```javascript  export default function Home({ getposts }) {  return <Main getposts={getposts} />;  }    export { getStaticProps };  ```    4. In the `Main` component, use the `useEffect` hook instead of `useState` to update the `posts` state after the component mounts. This will ensure that the state is set correctly when the data is available. *[Incorrect (Factual), Inconsistent (Factual)]*    ```javascript  import { useEffect, useRef } from "react";    export default function Main({ getposts }) {  const [posts, setPosts] = useState([]);  const [groupstyle, setGroupstyle] = useState();  const [pages, setPages] = useState([]);  const [totalPages, setTotalPages] = useState(0);  const [itemOffset, setItemOffset] = useState(0);    const currentItems = posts.slice(itemOffset, itemOffset + 7);    const contentRef = useRef([]);  const backRef = useRef(null);    useEffect(() => {  setPosts(getposts);  setTotalPages(Math.ceil(getposts.length / 7));  }, [getposts]);    // Rest of your code    }  ``` *[Inconsistent (Code)]*    By making these changes, the `getStaticProps` function will be called before rendering the page, ensuring that the data is available for the `Main` component. The `useEffect` hook will update the `posts` state with the fetched data after the component mounts, avoiding the "TypeError: Cannot read properties of undefined" error. | Fully Comprehensive  Usefulness (2)  --------------------  Partially Correct  Inconsistent  Concise |
| 76005047 | Add Where condition to child collection  <https://stackoverflow.com/questions/76005047/add-where-condition-to-child-collection> | The issue with your current query lies in the way you're applying the `Where` condition. When you use `Include` followed by a `Where` condition on a related collection, Entity Framework will fetch all the related entities first and then apply the filtering on the client-side instead of generating a proper SQL query.    To resolve this, you can use the `Select` method in combination with `Any` to filter the related collection directly in the SQL query. Here's an updated version of your query: *[Incorrect (Factual), Inconsistent (Factual)]*    ```csharp  var invoices = \_dbcontext.Invoice  .Where(i => i.StockItems.Any(si => si.Used))  .Select(i => new Invoice  {  // Select only the properties you need from the Invoice model  Id = i.Id,  // Include the filtered StockItems collection  StockItems = i.StockItems.Where(si => si.Used).ToList()  })  .ToList();  ``` *[Incorrect Code (Wrong API/Library/Function Usage), Inconsistent (Code)]*    In this query, we apply the `Where` condition directly on the `Invoice` entity and use `Select` to project the filtered `StockItems` collection for each invoice. The resulting query will fetch only the necessary data from the database.    Make sure to replace `Invoice` with the actual type of your `Invoice` model in the `Select` clause. | Fully Comprehensive  Usefulness (1)  --------------------  Incorrect  Inconsistent  Concise |
| 76005082 | cannot get data of column #id  <https://stackoverflow.com/questions/76005082/cannot-get-data-of-column-id> | Based on your code and the error message you provided, it seems that you are encountering an error when trying to retrieve data from columns 21 and 22 using the `odbc\_result` function. The error message suggests that the column numbers are out of range or the column names are incorrect. *[Not Concise (Redundant)]*    Here are a few suggestions to help troubleshoot the issue: *[Inconsistent (Number of Solutions)]*    1. Verify column numbers: Double-check that columns 21 and 22 actually exist in the result set of your query. It's possible that the result set has fewer columns than you expect.    2. Check column names: If the column numbers are correct, ensure that you are using the correct column names instead. You can use the `odbc\_field\_name` function to retrieve the name of a specific column.    3. Validate the query: Make sure that the query you're executing is returning the expected result set. You can print the query or use a tool like phpMyAdmin or a database management software to run the query directly and verify the column numbers/names.    4. Consider data types: NCLOB (National Character Large Object) is a large text-based data type. Ensure that the data in columns 21 and 22 are actually of the NCLOB data type. If they are of a different data type, it could cause issues when retrieving the data.    By examining these aspects of your code and the database schema, you should be able to identify the root cause of the error and resolve the issue. | Fully Comprehensive  Usefulness (4)  --------------------  Correct  Inconsistent  Not Concise |