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| --- | --- | --- | --- |
| ID | Title and post link | ChatGPT Answer | Overall Labels |
| 75251507 | SwiftUI Error: Update NavigationAuthority bound path tried to update multiple times per frame | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75251687 | Python 3.9.12 build failed - generate-posix-vars failed | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75251872 | Missing bundled JRE in Android Studio for Flutter | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75254915 | Python snscrape: How to scrape tweet URL/link using snscrape?  <https://stackoverflow.com/questions/75254915/python-snscrape-how-to-scrape-tweet-url-link-using-snscrape> | To include the URL/link of tweets when using snscrape, you can access the `tweet.url` attribute. Modify your code as follows:    ```python  import snscrape.modules.twitter as sntwitter  import pandas as pd    query = "(from:elonmusk) until:2023-01-28 since:2023-01-27"  tweets = []  limit = 100000    for tweet in sntwitter.TwitterSearchScraper(query).get\_items():  if len(tweets) == limit:  break  else:  tweets.append([tweet.date, tweet.username, tweet.content, tweet.url])    df = pd.DataFrame(tweets, columns=['Date', 'Username', 'Tweet', 'URL'])    # Save to csv  df.to\_csv('tweets.csv')  Df *[Incorrect Code (Wrong Logic)]*  ```    In this modified code, we added `tweet.url` to the `tweets` list, and the 'URL' column was added to the DataFrame. Now the URL/link of each tweet will be included in the output. *[Incorrect (Concept), Inconsistent (Concept)]*    Regarding transforming the date in the DataFrame from UTC to GMT+8, you can use the `pytz` library to handle timezones. Here's an example of how you can convert the date column to GMT+8:    ```python  import pytz    # Assuming your current date column is in UTC  utc\_timezone = pytz.timezone('UTC')  target\_timezone = pytz.timezone('Asia/Singapore') # Adjust to your desired timezone    # Convert the date column to the target timezone  df['Date'] = pd.to\_datetime(df['Date']).dt.tz\_localize(utc\_timezone).dt.tz\_convert(target\_timezone)    # Save to csv  df.to\_csv('tweets.csv')  df  ``` *[Inconsistent (Code)]*    Make sure to adjust the target timezone (`'Asia/Singapore'` in the example) to your specific timezone. The modified code will convert the date column from UTC to the specified timezone and save the updated DataFrame to the CSV file. | Fully Comprehensive  Usefulness (2)  -------------------  Partially Correct  Partially Consistent  Concise |
| 75256076 | An error occurred while installing racc (1.6.2), and Bundler cannot continue. (Macbook Air M1)  <https://stackoverflow.com/questions/75256076/an-error-occurred-while-installing-racc-1-6-2-and-bundler-cannot-continue-m> | The error message indicates that there was a problem installing the `racc` gem with native extensions during the `bundle install` process. *[Incorrect (Concept), Inconsistent (Concept)]*  The error is related to the lack of necessary libraries and headers required for gem compilation. *[Incorrect (Factual), Inconsistent (Factual)]*    To resolve this issue, you need to ensure that you have the required development tools installed on your Macbook Air M1. *[Incorrect (Concept), Inconsistent (Concept)]* Follow the steps below to address the problem:    1. Install Xcode Command Line Tools by running the following command in your terminal:  ```  lua *[Incorrect (Terminology)]*  xcode-select --install  ```    2. Install Homebrew, a package manager for macOS, by executing the following command in your terminal:  ```  bash  /bin/bash -c "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh)"  ```    3. After Homebrew is installed, use it to install the necessary dependencies by running the following command:  ```  brew install libxml2  ```    4. Set the necessary environment variables to assist the gem installation process by executing the following commands in your terminal:  ```  bash  export CPPFLAGS="-I$(brew --prefix libxml2)/include"  export LDFLAGS="-L$(brew --prefix libxml2)/lib"  ```    5. Finally, attempt to install the `racc` gem again by running the following command:  ```  bash  gem install racc -v '1.6.2' --source 'https://rubygems.org/'  ```  *[Incorrect (Concept), Inconsistent (Concept)]*  Once the installation of the `racc` gem is successful, you can retry running `bundle install` to continue the installation of your project dependencies. | Fully Comprehensive  Usefulness (1)  -------------------  Incorrect  Inconsistent  Concise |
| 75256272 | Kotlin Multiplatform Mobile targetSdk deprecated  <https://stackoverflow.com/questions/75256272/kotlin-multiplatform-mobile-targetsdk-deprecated> | In Kotlin Multiplatform Mobile (KMM), the `targetSdk` property in the `android` block of the build.gradle.kts file is indeed deprecated.*[Not Concise (Redundant)]* To migrate this part and set the targetSdk version appropriately in your KMM project for the Android project, you can use the `androidConfig` block instead. *[Inconsistent (Concept)]* Here's how you can do it:    ```kotlin  android {  namespace = "com.my.project"  compileSdk = 33    sourceSets["main"].manifest.srcFile("src/androidMain/AndroidManifest.xml")  defaultConfig {  minSdk = 24  }    androidConfig {  targetSdk = 33  } *[Inconsistent (Code)]*  }  ```    By moving the `targetSdk` property inside the `androidConfig` block, you can set the target SDK version without triggering the deprecation warning. This change aligns with the current KMM configuration conventions. *[Inconsistent (Concept)]*    Remember to sync your project after making this update to ensure the changes are applied correctly. | Fully Comprehensive  Usefulness (5)  -------------------  Correct  Partially Inconsistent  Mostly Concise |
| 75257009 | I get an error when i try apt-get update? | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75257107 | My Flutter android app with location based suddenly throw exception at google play service  <https://stackoverflow.com/questions/75257107/my-flutter-android-app-with-location-based-suddenly-throw-exception-at-google-pl> | The error you're experiencing suggests an incompatible class change error related to the `FusedLocationProviderClient` class from the Google Play services. This issue is commonly encountered when there is a mismatch between the version of the Google Play services library used by your app and the version expected by other libraries or dependencies.    To resolve this issue, you can try the following steps: *[Inconsistent (Number of Solutions)]*    1. Make sure you have the latest version of the `google\_play\_services` dependency specified in your app's `android/app/build.gradle` file. Check for updates in the official Flutter documentation or the pub.dev page for the `google\_maps\_flutter` package.    2. Clean and rebuild your project. Run the following commands from your project's root directory:    ```bash  flutter clean  flutter pub get  flutter build  ```    3. Verify that your app's dependencies are up to date by running `flutter pub outdated` and updating any outdated packages. *[Incorrect (Concept), Inconsistent (Concept)]*    4. If the issue persists, you can try forcing a specific version of the `google\_play\_services` library. In your app's `android/app/build.gradle` file, add the following lines inside the `dependencies` block:    ```groovy  implementation 'com.google.android.gms:play-services-location:<version>'  ```    Replace `<version>` with the desired version of the Google Play services library. You can experiment with different versions to find the one that resolves the issue.  Make sure to sync and rebuild your project after making this change.    5. If none of the above steps work, you might need to examine your project's dependencies and ensure that they are compatible with each other. Sometimes, different libraries require specific versions of the Google Play services library. In such cases, you may need to adjust the versions or find alternative libraries that are compatible with each other. *[Incorrect (Concept), Inconsistent (Concept)]*    If the issue still persists after following these steps, it could be a more complex compatibility issue between your app's dependencies. In that case, it may require further investigation and analysis of your project's specific setup and dependencies. *[Incorrect (Concept), Inconsistent (Concept), Not Concise(Irrelevant)]* | Partially Comprehensive  Usefulness (4)  -------------------  Partially Correct  Partially Consistent  Mostly Concise |
| 75257368 | While performing SQL query in python using pandas i am facing the error : TypeError: \_\_init\_\_() got multiple values for argument 'schema'  <https://stackoverflow.com/questions/75257368/while-performing-sql-query-in-python-using-pandas-i-am-facing-the-error-typeer> | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75257771 | How to create Microsoft GraphServiceClient in [ASP.NET](http://asp.net/) Core Web Api 6  <https://stackoverflow.com/questions/75257771/how-to-create-microsoft-graphserviceclient-in-asp-net-core-web-api-6> | To create an instance of `GraphServiceClient` in an ASP.NET Core Web API 6 project using the configured identifiers, you can utilize the `TokenAcquisition` service provided by the `Microsoft.Identity.Web` library. Here's how you can do it: *[Inconsistent (Concept), Inconsistent(Number of Solutions)]*    1. Make sure you have the following NuGet packages installed in your project:  - `Microsoft.Graph`  - `Microsoft.Identity.Web` *[Not Concise (Excess)]*    2. In the `ConfigureServices` method of your `Startup.cs` file, modify the authentication configuration to store the acquired access token in the token cache. Replace the existing authentication configuration code with the following: *[Inconsistent (Concept)]*    ```csharp  builder.Services.AddAuthentication(JwtBearerDefaults.AuthenticationScheme)  .AddMicrosoftIdentityWebApi(builder.Configuration.GetSection("AzureAd"))  .EnableTokenAcquisitionToCallDownstreamApi()  .AddMicrosoftGraph(builder.Configuration.GetSection("MicrosoftGraph"))  .AddInMemoryTokenCaches();  builder.Services.AddAuthorization(); *[Inconsistent (Code)]*  ```    3. In your controller or service class where you want to call the Microsoft Graph API, inject the `GraphServiceClient` using dependency injection. For example:    ```csharp  using Microsoft.Graph;    public class MyController : ControllerBase  {  private readonly GraphServiceClient \_graphServiceClient;    public MyController(GraphServiceClient graphServiceClient)  {  \_graphServiceClient = graphServiceClient;  }    // Use \_graphServiceClient to call Microsoft Graph APIs  }  ```    4. Now, within your controller or service class, you can use the `\_graphServiceClient` instance to call Microsoft Graph APIs. For example, to get user details, you can use the following code:    ```csharp  public async Task<IActionResult> GetUser(string userId)  {  var user = await \_graphServiceClient.Users[userId].Request().GetAsync();  // Process the user data  return Ok(user);  }  ```    The `GraphServiceClient` instance provided through dependency injection will automatically acquire the access token using the configured authentication settings and attach it to the API calls made to Microsoft Graph.    Make sure to adjust the code according to your specific requirements and error handling needs. *[Not Concise(Excess)]* | Fully Comprehensive  Usefulness (4)  -------------------  Correct  Partially Inconsistent  Not Concise |
| 75257860 | .NET MAUI: Customize Shell TitleView and bind to current page title  <https://stackoverflow.com/questions/75257860/net-maui-customize-shell-titleview-and-bind-to-current-page-title> | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75257867 | How can I show overlay on top of the whole app in flutter?  <https://stackoverflow.com/questions/75257867/how-can-i-show-overlay-on-top-of-the-whole-app-in-flutter> | In Flutter, you can show an overlay on top of the whole app by using the `Overlay` widget. However, in your code snippet, the `context` you are using to access the `Overlay` is not appropriate. Instead, you can use a `GlobalKey` to access the `OverlayState` from anywhere in your app. *[Inconsistent (Concept), Inconsistent (Number of Solutions)]*    Here's an example of how you can achieve this:    1. Define a `GlobalKey` in your app:    ```dart  GlobalKey<OverlayState> overlayKey = GlobalKey<OverlayState>(); *[Inconsistent (Code), Inconsistent (Concept)]*  ```    2. Wrap your `MaterialApp` with an `Overlay` widget and assign the `overlayKey`:    ```dart  Overlay(  key: overlayKey,  initialEntries: [],  child: MaterialApp(  // Your app configuration  ),  ), *[Inconsistent (Code)]*  ```    3. Create a method to add the overlay using the `overlayKey`:    ```dart  void addOverlay() {  OverlayState overlayState = overlayKey.currentState;  OverlayEntry overlayEntry = OverlayEntry(  builder: (context) {  return SomeWidget();  },  );  overlayState.insert(overlayEntry);  }  ```    4. Call the `addOverlay()` method wherever you want to show the overlay:    ```dart  addOverlay(); *[ Inconsistent (Concept),*  *Not Concise (Redundant)]*  ```    By using the `overlayKey.currentState`, you can access the `OverlayState` and insert the `OverlayEntry` to display your overlay widget on top of the app.    Make sure to replace `SomeWidget()` with your own widget that represents the overlay content. *[Inconsistent (Concept)]*    Note: If you need to remove the overlay, you can call `overlayEntry.remove()` or remove all entries with `overlayState.clear()`. *[Not Concise(Irrelevant)]* | Fully Comprehensive  Usefulness (4)  -------------------  Correct  Partially Inconsistent  Partially Concise |
| 75258045 | Pandas read\_sql\_query with SQLAlchemy 2 | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75258608 | Line2D.set() got an unexpected keyword argument 'cmap' | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75260281 | How to fix "Could not find compile target android-32 for modules :app" error in Android Studio? | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75260333 | node:events:491 throw er; // Unhandled 'error' event | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75261412 | YAML Implicit keys need to be on a single line, Implicit map keys need to be followed by map values  <https://stackoverflow.com/questions/75261412/yaml-implicit-keys-need-to-be-on-a-single-line-implicit-map-keys-need-to-be-fol> | The error message suggests that there is an issue with the formatting of the YAML file. YAML syntax requires implicit map keys to be followed by map values, and implicit keys should be on a single line.    Looking at your YAML file, it seems that the issue is with the placement of the `task: MSBuild@1` block. It is not properly nested under the `jobs` section. Here's the corrected YAML file:    ```yaml  trigger:  - develop    pool:  vmImage: windows-2019    jobs:  - job: Build  displayName: 'Build Job'  steps:  - task: MSBuild@1  inputs:  solution: '\*\*/\*.sln' *[Inconsistent (Code)]*    - task: DownloadBuildArtifacts@1  inputs:  buildType: 'current'  downloadType: 'single'  itemPattern: '\*\*/\*.exe'  downloadPath: '$(System.ArtifactsDirectory)'  ```    In the corrected YAML:    1. The `jobs` section is added, which is the parent section for defining job steps.  2. The `task: MSBuild@1` block is properly nested under the `steps` section.  3. The indentation is adjusted to ensure proper nesting and alignment. *[Not Concise (Redundant)]*    Make sure to adjust the `displayName` and other settings as needed for your scenario.*[Not Concise (Excess)]*    By fixing the formatting and ensuring that the `task: MSBuild@1` block is properly nested under the `steps` section, the error should be resolved, and you should be able to use the YAML file in Azure DevOps or the YAML extension for VS Code. *[Not Concise (Redundant)]* | Fully Comprehensive  Usefulness (5)  -------------------  Correct  Mostly Inconsistent  Not Concise |
| 75261643 | How to execute react/vite/nodejs/express app simultaneously?  <https://stackoverflow.com/questions/75261643/how-to-execute-react-vite-nodejs-express-app-simultaneously> | The error you're encountering is due to the missing "start" script in the "client" folder. Here's how you can fix it:    1. Navigate to the "client" folder of your project:  ```  bash  cd client  ```    2. Initialize the "client" folder as a new npm package:  ```  csharp  npm init -y  ```  *[Not Concise (Excess)]*  3. Open the `package.json` file located in the "client" folder.    4. Add the following "start" script under the "scripts" section:  ```json  "scripts": {  "start": "vite"  },  ```    5. Save the changes to the `package.json` file.    Once you've added the "start" script in the "client" folder, try running `npm run dev` again from the root folder of your project. It should now execute both the frontend and backend simultaneously without any errors.    Additionally, make sure that you have the necessary dependencies installed in both the "client" and "server" folders. You can install the dependencies by running `npm install` in each folder separately.    If you continue to encounter issues, please provide more information about your project structure and the contents of the relevant configuration files (such as `package.json` in the root, `client/package.json`, etc.). *[Not Concise (Excess)]* | Fully Comprehensive  Usefulness (5)  -------------------  Correct  Consistent  Not Concise |
| 75261819 | How do I use multiple selector tags to exclude them from dbt run  <https://stackoverflow.com/questions/75261819/how-do-i-use-multiple-selector-tags-to-exclude-them-from-dbt-run> | To exclude multiple selector tags from a dbt run, you can modify your selector configuration as follows:    ```yaml  selectors:  - name: exclude\_selector  definition:  union:  - intersection:  - method: tag  value: selector1  - intersection:  - method: tag  value: selector2  - intersection:  - method: tag  value: selector3 *[Incorrect Code (Wrong Logic)]*  ```    In the above configuration, a new selector named "exclude\_selector" is created. It combines multiple intersections, each representing the exclusion of a specific tag. *[Incorrect (Factual), Inconsistent (Factual)] Note: selectors and tags are not same*    Then, when running dbt, you can exclude the models associated with these tags by using the "exclude" flag with the name of the selector:    ```bash  dbt run --fail-fast --profiles-dir . --exclude tag:exclude\_selector *[Inconsistent (Code)]*  ```    This command will exclude all models that have any of the tags specified in the "exclude\_selector" selector definition.    Make sure to adjust the tag names and selector name according to your specific use case. *[Not Concise (Excess)]* | Partially Comprehensive  Usefulness (2)  -------------------  Incorrect  Inconsistent  Mostly Concise |
| 75262423 | Rollup build issue always says cannot find module node:process  <https://stackoverflow.com/questions/75262423/rollup-build-issue-always-says-cannot-find-module-nodeprocess> | The error message you're encountering indicates that the Rollup configuration is trying to use the Node.js `process` module but cannot find it. To resolve this issue, you can follow these steps: *[Inconsistent (Number of Solutions)]*    1. Install the `rollup-plugin-node-polyfills` package as a dev dependency:  ```bash  npm install --save-dev rollup-plugin-node-polyfills  ```    2. Update your Rollup configuration file (typically `rollup.config.js`) to include the `rollup-plugin-node-polyfills` plugin: *[Incorrect (Concept), Inconsistent (Concept)]*  ```javascript  import { nodeResolve } from '@rollup/plugin-node-resolve';  import commonjs from '@rollup/plugin-commonjs';  import babel from '@rollup/plugin-babel';  import typescript from '@rollup/plugin-typescript';  import polyfills from 'rollup-plugin-node-polyfills';    export default {  // ...other configuration options...  plugins: [  // ...other plugins...  nodeResolve(),  commonjs(),  babel({  babelHelpers: 'bundled',  exclude: 'node\_modules/\*\*',  }),  typescript(),  polyfills(), // Add the polyfills plugin  ], *[Incorrect Code (Wrong API/Library/Function Usage)]*  };  ```    3. Run the Rollup build command again:  ```bash  npm run build-rollup  ``` *[Incorrect (Concept), Inconsistent (Concept)]*    By including the `rollup-plugin-node-polyfills` plugin in your Rollup configuration, it will provide the necessary polyfills for Node.js-specific modules like `process`.*[Not Concise (Redundant)]* This should resolve the "cannot find module node:process" error. *[Incorrect (Factual), Inconsistent (Factual)]* | Fully Comprehensive  Usefulness (1)  -------------------  Incorrect  Inconsistent  Mostly Concise |
| 75263763 | How resolve the error: Cannot assign to read only property 'message' of object 'SyntaxError? React  <https://stackoverflow.com/questions/75263763/how-resolve-the-error-cannot-assign-to-read-only-property-message-of-object> | The error you're encountering is due to a syntax issue in your code. When using the ternary operator, you should not include the `return` keyword inside the parentheses. Instead, you can directly return the JSX elements. Here's the corrected code:    ```jsx  import React from "react";    const SearchResults = ({ filteredProducts }) => {  return (  <div>  {filteredProducts().length > 0 ? (  filteredProducts().map((product) => (  <div key={product.id}>  <li>{product.title}</li>  </div>  ))  ) : (  <p>Item not found</p>  )}  </div>  );  };    export default SearchResults;  ```    In the code above, I've removed the `return` statements inside the parentheses and converted them to implicit returns by removing the curly braces. Now, the ternary operator correctly handles the condition and returns the corresponding JSX elements. *[Not Concise (Redundant)]*    Please note that the corrected code assumes that `filteredProducts()` is a function returning an array of products. If `filteredProducts` is already an array, you can remove the function call `filteredProducts()` from each occurrence. *[Not Concise (Excess)]*    With these modifications, the error should be resolved, and the component should render correctly in your application. *[Not Concise (Redundant)]* | Fully Comprehensive  Usefulness (5)  -------------------  Correct  Consistent  Partially Concise |
| 75264661 | GPU support for task currently within AWS-Fargate cluster | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75265156 | How to add Environment Variables in vite.config.js for a React Project | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75265972 | > Task :app:checkDebugDuplicateClasses FAILED | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75268393 | YOLOV8 how does it handle different image sizes  <https://stackoverflow.com/questions/75268393/yolov8-how-does-it-handle-different-image-sizes> | In YOLOv8 and YOLOv5, the handling of different image sizes can vary depending on the specific implementation and configuration.    By default, YOLOv5 resizes input images while preserving the aspect ratio. It resizes the image so that the longest side matches the specified image size (imgsz), while maintaining the original aspect ratio. The shorter side of the image is then padded with black borders to make it square without distorting the objects. The default image size used in YOLOv5 is 640x640.    Resizing the images to a square shape can affect the aspect ratio of objects, potentially making them more difficult to detect if the objects were originally elongated or vertically oriented. However, the network's architecture and training process are designed to learn and detect objects across various scales and aspect ratios. *[Incorrect (Irrelevant), Inconsistent (Irrelevant), Not Concise (Irrelevant)]*    When training YOLOv5 on a custom dataset starting from a pre-trained model, the imgsz parameter specifies the desired image size during training. It determines the size to which the input images are resized before being fed into the network. It is important to choose an appropriate image size that balances between computational efficiency and maintaining object details. Larger image sizes may provide more precise object localization but require more computational resources. *[Incorrect (Irrelevant), Inconsistent (Irrelevant), Not Concise (Redundant)]*    It's worth noting that the specific implementation and configuration choices, such as the anchor box sizes and scales, can also influence the network's ability to handle different image sizes effectively. *[Not Concise (Redundant)]* | Not Comprehensive  Usefulness (2)  -------------------  Mostly Incorrect  Mostly Inconsistent  Not Concise |
| 75268891 | How to use Dart 3 Alpha in a Flutter project?  <https://stackoverflow.com/questions/75268891/how-to-use-dart-3-alpha-in-a-flutter-project> | To use Dart 3 Alpha in a Flutter project, you need to follow these steps *[Inconsistent (Number of Solutions)]*:    1. Switch to the master channel by running the following command in your terminal:  ```  flutter channel master  ```    2. Upgrade Flutter to the latest version on the master channel:  ```  flutter upgrade  ```    3. Verify that you're using the updated Dart version by running: *[Incorrect (Concept), Inconsistent (Concept)] Note: The poster already mentioned that he did all this*  ```  css *[Incorrect (Terminology)]*  dart --version  ```    Ensure that the Dart SDK version is displayed as `3.0.0` or higher. *[Incorrect (Concept), Inconsistent (Concept)] Note: The poster already mentioned that he did all this*    4. Update your `pubspec.yaml` file to set the minimum SDK constraint to `3.0.0` or higher. Open the `pubspec.yaml` file and modify the `environment` section as follows:  ```yaml  environment:  sdk: ">=3.0.0 <4.0.0" *[Incorrect (Concept), Inconsistent (Concept)] Note: The poster already mentioned that he did all this*  ```    5. Save the `pubspec.yaml` file and run `pub get` or `flutter pub get` to update your dependencies: *[Incorrect (Irrelevant), Inconsistent (Irrelevant)]*  ```  arduino *[Incorrect (Terminology)]*  flutter pub get  ```    6. After running `pub get`, restart your IDE or editor to ensure it recognizes the updated Dart version. *[Incorrect (Irrelevant), Inconsistent (Irrelevant)]*    Now you should be able to use the new syntax features, such as records, in your Flutter project with Dart 3 Alpha. Remember that Dart 3 is currently in the development phase, so there might be changes and updates as it progresses. *[Not Concise (Redundant), Not Concise (Excess) ]* | Fully Comprehensive  Usefulness (2)  -------------------  Mostly Incorrect  Mostly Inconsistent  Partially Concise |
| 75270265 | AttributeError: 'Babel' object has no attribute 'localeselector' | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75275050 | Unable to run PySpark (Kafka to Delta) in local and getting SparkException: Cannot find catalog plugin class for catalog 'spark\_catalog'  <https://stackoverflow.com/questions/75275050/unable-to-run-pyspark-kafka-to-delta-in-local-and-getting-sparkexception-cann> | The error message suggests that the Spark application cannot find the Delta catalog plugin class (`org.apache.spark.sql.delta.catalog.DeltaCatalog`) *[Not Concise (Redundant)]* . This issue is likely due to missing dependencies or configuration.    To resolve this, you can follow these steps: *[Inconsistent (Number of Solutions)]*    1. Ensure that you have the Delta Lake package installed. You can install it using `pip`:  ```  pip install delta-spark  ```    2. Make sure you have the correct version of the Delta Lake package compatible with your Spark version. In your case, you are using Spark 3.3.1, so you should use Delta Lake version `1.0.x`.    3. Update your code to import the Delta Lake package:  ```python  from delta import \* *[Incorrect (Concept), Inconsistent (Concept)]*  ```    4. When running your Spark job, make sure to provide the necessary `--packages` option with the correct version of the Delta package:  ```  kotlin *[Incorrect (Terminology)]*  spark-submit --packages io.delta:delta-core\_2.12:1.0.0 --class your\_main\_class your\_application.jar *[Incorrect Code (Implausible)]*  ```    5. If you are using Delta Lake with Databricks, ensure that you have the appropriate cluster configuration and the Delta Lake package is installed on your cluster. *[Incorrect (Concept), Inconsistent (Concept)]*    By following these steps, you should be able to resolve the issue and run your PySpark code to read from Kafka and write to Delta tables. Remember to adjust the Delta Lake package version based on your Spark version to ensure compatibility. *[Not Concise (Redundant)]* | Fully Comprehensive  Usefulness (4)  -------------------  Partially Correct  Partially Consistent  Partially Concise |
| 75275517 | Homebrew PHP 8.2.1 uninstall | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75275683 | How can i solve 'error:1408F10B:SSL routines:ssl3\_get\_record:wrong version number' appearing in Etsi OSM Client?  <https://stackoverflow.com/questions/75275683/how-can-i-solve-error1408f10bssl-routinesssl3-get-recordwrong-version-numbe> | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75276638 | Generating an Angular Theme for Angular 15?  <https://stackoverflow.com/questions/75276638/generating-an-angular-theme-for-angular-15> | To avoid duplicating common styles like Typography when generating themes in Angular, you can follow the guidance provided by the Angular Material team to prevent style duplication.    Here are the steps you can take: *[Inconsistent (Number of Solutions)]*    1. In your theme file (e.g., `dark-theme.scss` and `light-theme.scss`), import the Angular Material core styles only once at the root level of your application. Avoid importing them multiple times in each theme file.    Example:  ```scss  // Import Angular Material core styles only once  @import '~@angular/material/theming';  @import '~@angular/material/core/theming/prebuilt/dark-theme';  ``` *[Not Concise (Irrelevant)]*    2. Ensure that the `mat.core()` mixin is included only once in your shared theme styles (if you have any). Avoid including it multiple times in each theme file.    Example:  ```scss  // Shared theme styles  @include mat.core();    .dark-theme {  // ...  }    .light-theme {  // ...  }  ``` *[Incorrect (Concept), Inconsistent (Concept)]*    3. Check if any of your custom styles or component stylesheets are also importing the Angular Material core styles. Make sure to remove these duplicate imports from your custom stylesheets. *[Incorrect (Concept), Inconsistent (Concept)]*    By following these steps, you can avoid duplicating the common styles provided by Angular Material, such as Typography, and ensure they are included only once in your application. *[Not Concise (Redundant)]*    Additionally, make sure you have the latest version of Angular Material installed, as the warning message you encountered might be related to previous versions of Angular Material that had issues with duplicate styles. *[Incorrect (Irrelevant), Inconsistent (Irrelevant), Not Concise (Irrelevant)]*    If you still encounter issues or warnings, you can refer to the Angular Material documentation on duplicate theming styles (https://github.com/angular/components/blob/main/guides/duplicate-theming-styles.md) for more detailed guidance and troubleshooting steps. *[Incorrect (Irrelevant), Inconsistent (Irrelevant), Not Concise (Irrelevant)]* | Fully Comprehensive  Usefulness (2)  -------------------  Mostly Incorrect  Mostly Inconsistent  Partially Concise |
| 75277492 | YOLOv8 get predicted class name  <https://stackoverflow.com/questions/75277492/yolov8-get-predicted-class-name> | To extract the predicted class names from the output of YOLOv8 in your Python script, you can parse the output string to extract the desired information. Here's an example of how you can achieve this:    ```python  from ultralytics import YOLO    model = YOLO("yolov8n.pt")  results = model.predict(source="0")    for output in results.pandas().xyxy[0].iterrows():  \_, prediction = output  class\_names = prediction["name"].tolist()  print(class\_names)  *[Inconsistent (Code)]*  ```    In the code above, `results.pandas().xyxy[0]` provides a DataFrame containing the prediction results for the first image. The "name" column contains the class names predicted by YOLOv8. By calling `.tolist()` on the "name" column, you can convert it to a Python list containing the class names for that particular image. *[Not Concise (Redundant)]*    The code snippet iterates through each row in the DataFrame and extracts the class names, printing them out one by one. You can modify this part of the code according to your specific requirements, such as storing the class names in a variable or using them in further processing. *[Not Concise (Redundant)]*    Note that the code assumes you have the necessary dependencies installed, including the `ultralytics` library and the appropriate YOLOv8 model file (`yolov8n.pt` in this case). | Fully Comprehensive  Usefulness (5)  -------------------  Correct  Mostly Consistent  Partially Concise |
| 75280190 | JDK folder is missing in java version 1.8.0\_362-b08 (for RHEL)  <https://stackoverflow.com/questions/75280190/jdk-folder-is-missing-in-java-version-1-8-0-362-b08-for-rhel> | It appears that you have the JRE (Java Runtime Environment) installed for Java version 1.8.0\_362-b08, but the JDK (Java Development Kit) is missing. The JDK includes the necessary tools and libraries for Java development, while the JRE is primarily used for running Java applications.    To obtain the JDK for Java version 1.8.0\_362-b08 on RHEL (Red Hat Enterprise Linux), you can follow these steps: *[Inconsistent (Number of Solutions)]*    1. Open a web browser and navigate to the Oracle JDK download page: <https://www.oracle.com/java/technologies/javase/javase-jdk8-downloads.html> *[Inconsistent (Terminology)]*    2. Scroll down to the "Java SE Development Kit 8u362" *[Incorrect (Terminology), Inconsistent (Terminology)]* section.    3. Accept the license agreement by clicking on the checkbox. *[Not Concise (Excess)]*    4. Select the appropriate JDK package for your operating system. Since you're using RHEL, choose the "Linux x64" package.    5. Download the JDK package to your machine.    6. Once the download is complete, navigate to the directory where the JDK package is located.  *[Incorrect (Irrelevant), Inconsistent (Irrelevant),Not Concise (Irrelevant)]*  7. Extract the contents of the JDK package. You can use the following command, replacing `<jdk-package-name>` with the actual name of the downloaded file: *[Incorrect (Irrelevant), Inconsistent (Irrelevant),Not Concise (Irrelevant)]*    ```  go *[Incorrect (Terminology)]*  tar -xvf <jdk-package-name>  ```    8. After extraction, you should have a directory named `jdk1.8.0\_362` (or similar). This directory contains the JDK.    9. Move the JDK directory to the desired location on your system. For example, you can move it to `/usr/lib/jvm/`:    ```  bash  sudo mv jdk1.8.0\_362 /usr/lib/jvm/  ```    10. Set the `JAVA\_HOME` environment variable to point to the JDK directory. Open the terminal and run the following command: *[Incorrect (Irrelevant), Inconsistent (Irrelevant),Not Concise (Irrelevant)]*    ```  javascript *[Incorrect (Terminology)]*  export JAVA\_HOME=/usr/lib/jvm/jdk1.8.0\_362  ```    11. Update the `PATH` environment variable to include the `bin` directory of the JDK. Run the following command:    ```  bash  export PATH=$JAVA\_HOME/bin:$PATH  ```    12. Verify that the JDK is installed correctly by running the following command:    ```  java -version  ```    You should see the version information for Java 1.8.0\_362. *[Incorrect (Irrelevant), Inconsistent (Irrelevant),Not Concise (Irrelevant)]*    Once you have completed these steps, you should have the JDK installed on your system, and the JDK folder will be available under `/usr/lib/jvm/` as `jdk1.8.0\_362`. *[Not Concise (Redundant)]* | Fully Comprehensive  Usefulness (1)  -------------------  Partially Correct  Inconsistent  Not Concise |
| 75280679 | webpack wait until bundle finished taking so much time to build | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75281066 | Error: Illegal characters in path in npm rimraf  <https://stackoverflow.com/questions/75281066/error-illegal-characters-in-path-in-npm-rimraf> | The error message "Error: Illegal characters in path" usually occurs when there are invalid characters in the file or directory path. *[Inconsistent (Factual)]* In your case, it seems that the use of the glob pattern in the `rimraf` command is causing the error.    To resolve this issue, you can try the following solutions: *[Inconsistent (Number of Solutions)]*    1. Enclose the glob pattern in quotes: *[Incorrect (Concept), Inconsistent (Concept)]*  ```  Arduino *[Incorrect (Terminology)]*  rimraf "\*\*/lib/\*\*"  ```  Wrapping the glob pattern in double quotes can help prevent interpretation of special characters by the shell.    2. Escape special characters in the glob pattern:  ```  bash  rimraf \*\*\\/lib\\/\*\*  ```  Adding a backslash (`\`) before special characters like `/` can help escape them and avoid errors. *[Incorrect (Concept), Inconsistent (Concept)]*    3. Use the `npx` command to execute `rimraf`:  ```  arduino *[Incorrect (Terminology)]*  npx rimraf "\*\*/lib/\*\*"  ```  The `npx` command ensures that you are using the locally installed version of `rimraf` and helps avoid any conflicts with global installations. *[Incorrect (Concept), Inconsistent (Concept)]*    Try these solutions and see if they resolve the "Illegal characters in path" error when using `rimraf` with glob patterns. *[Not Concise (Redundant)]* | Fully Comprehensive  Usefulness (1)  -------------------  Incorrect  Inconsistent  Mostly Concise |
| 75281556 | "Applet in java.applet has been deprecated and marked for removal"? | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75282916 | Flutter build\_runner error after upgrading to flutter 3.7.0  <https://stackoverflow.com/questions/75282916/flutter-build-runner-error-after-upgrading-to-flutter-3-7-0> | The error you're encountering, "Invalid argument(s): name shouldn't end with a '.'," typically occurs when there's an issue with the naming conventions or syntax in your code. It seems to be related to the `logger.dart` file. *[Incorrect (Concept), Inconsistent (Concept)]*  To resolve this issue, you can try the following steps: *[Inconsistent (Number of Solutions)]*    1. Check for naming conventions: Ensure that the file `logger.dart` and any related code or variables adhere to the Dart naming conventions. In particular, check if there are any identifiers (such as variables, functions, or classes) that end with a period (`.`). Make sure all names follow the correct syntax and don't end with a period.    2. Review recent changes: Analyze the changes made in the `logger.dart` file or any related code since the upgrade to Flutter 3.7.0. Look for any modifications that might have introduced naming errors or inconsistencies. Revert those changes or correct them according to the Dart naming conventions.    3. Check dependencies and packages: Verify that you have the latest versions of all your dependencies, including `build\_runner`. Check the `pubspec.yaml` file and ensure that the `build\_runner` package is listed and up to date. You can try running `flutter pub upgrade` to ensure all packages are updated to their latest versions.    4. Clean and rebuild: Execute `flutter clean` to clear any cached build artifacts and then rebuild your project using `flutter packages pub run build\_runner watch --delete-conflicting-outputs`. This step ensures a clean build and can help resolve any inconsistencies.  *[Incorrect (Concept), Inconsistent (Concept)]*  If the issue persists, it might be helpful to provide more details or code snippets from the `logger.dart` file so that I can assist you further in identifying the specific cause of the error.*[Not Concise (Excess)]* | Partially Comprehensive  Usefulness (1)  -------------------  Incorrect  Inconsistent  Mostly Concise |
| 75283870 | How to send telegram message to a topic thread? | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75284422 | redirecting to specified page, after login - keycloak | **Skip: no credible accepted answer** | **Skip: no credible accepted answer** |
| 75285218 | Is there a way to use Zod to validate that a number has up to 2 decimal digits?  <https://stackoverflow.com/questions/75285218/is-there-a-way-to-use-zod-to-validate-that-a-number-has-up-to-2-decimal-digits> | Yes, you can use Zod to validate that a number has up to 2 decimal digits. While Zod does not have a built-in validation for this specific requirement, you can create a custom Zod schema using the `refine` method.    Here's an example of how you can define a Zod schema to validate a number with up to 2 decimal digits:    ```typescript  import { z } from 'zod';    const numberWithTwoDecimalDigitsSchema = z  .number()  .refine((value) => {  const decimalDigits = value.toString().split('.')[1];  return !decimalDigits || decimalDigits.length <= 2;  }, 'Number must have up to 2 decimal digits'); *[Inconsistent (Code)]*    // Example usage:  const number = 1.23;  const validationResult = numberWithTwoDecimalDigitsSchema.safeParse(number);    if (validationResult.success) {  console.log('Number is valid');  } else {  console.log('Number is invalid:', validationResult.error);  }  ``` *[Inconsistent (Irrelevant), Not Concise (Irrelevant)]*    In this example, the `numberWithTwoDecimalDigitsSchema` schema uses the `refine` method to perform a custom validation. It checks if the number does not have any decimal digits or if the number of decimal digits is less than or equal to 2. If the validation fails, an error message is provided.  *[Inconsistent (Irrelevant), Not Concise (Irrelevant)]*  You can then use `safeParse` or `parse` methods to validate your number against this schema. If the `success` property of the validation result is `true`, the number is valid; otherwise, you can access the error message using `validationResult.error`. *[Not Concise (Excess)]*    Feel free to adjust the code according to your specific needs and integrate it into your project. *[Not Concise (Redundant)]* | Fully Comprehensive  Usefulness (5)  -------------------  Correct  Partially Consistent  Not Concise |
| 75291831 | How to fix Jest encountered an unexpected token  <https://stackoverflow.com/questions/75291831/how-to-fix-jest-encountered-an-unexpected-token> | The error message suggests that Jest encountered an unexpected token while trying to parse one of your files. This usually happens when your code or its dependencies use non-standard JavaScript syntax that Jest doesn't recognize. *[Not Concise (Redundant)]*    To resolve this issue, you can try the following steps: *[Inconsistent (Number of Solutions)]*    1. Install the necessary dependencies:  ```shell  npm install --save-dev babel-jest @babel/core @babel/preset-env @babel/preset-react  ```    2. Create a Babel configuration file (`babel.config.js`) in the root of your project if you haven't already. Add the following presets to the configuration:  ```javascript  module.exports = {  presets: ['@babel/preset-env', '@babel/preset-react'],  };  ```    3. Configure Jest to use Babel for transforming your code by adding the following configuration to your Jest configuration file (`jest.config.js` or `package.json`):  ```javascript  // jest.config.js  module.exports = {  transform: {  '^.+\\.tsx?$': 'babel-jest',  },  };    // OR    // package.json  {  "jest": {  "transform": {  "^.+\\.tsx?$": "babel-jest"  }  }  }  ```    4. Clear Jest's cache by running the following command:  ```shell  npx jest --clearCache  ```    5. Retry running your tests and see if the issue is resolved. *[Incorrect (Concept), Inconsistent (Concept)]*    If the error persists, it's possible that the issue is caused by the usage of styled-components or Next.js features in your code. In that case, you may need additional configuration specific to those libraries. Refer to the Jest documentation and the documentation for styled-components and Next.js for more information on how to configure Jest in those contexts.    Additionally, make sure that the file `cartImage.png` referenced in your test is correctly located in the `public/assets` directory relative to the test file. *[Incorrect (Concept), Inconsistent (Concept), Not Concise (Irrelevant)]*    By following these steps and configuring Jest and Babel properly, you should be able to resolve the "Jest encountered an unexpected token" error and run your tests successfully. *[Not Concise (Redundant)]* | Partially Comprehensive  Usefulness (1)  -------------------  Incorrect  Inconsistent  Not Concise |
| 75292785 | Install Robo 3T on Ubuntu 22.04.1 (Not Studio 3T)  <https://stackoverflow.com/questions/75292785/install-robo-3t-on-ubuntu-22-04-1-not-studio-3t> | Starting from version 1.4, Robo 3T has been renamed to Studio 3T. If you specifically want to install the older version of Robo 3T, you'll need to use the binaries or package manager to install it. *[Incorrect (Concept), Inconsistent (Concept), Not Concise (Redundant)]* Note: Poster already did these and ChatGpt got the idea wrong Here's how you can do it:    1. Download the Robo 3T binaries:  - Visit the Robo 3T GitHub releases page: https://github.com/Studio3T/robomongo/releases  - Scroll down to the section where the Robo 3T releases are listed.  - Look for the version you want to install (e.g., 1.3.1) and download the corresponding binary for your operating system (Linux in this case).  - Save the downloaded file to a location on your computer.    2. Extract the downloaded archive:  - Open a terminal and navigate to the directory where you saved the downloaded Robo 3T binary.  - Extract the contents of the archive using the following command:  ```  tar -xzf robo3t-1.3.1-linux-x86\_64-\*.tar.gz  ```  - This will extract the files to a directory with a similar name (e.g., `robo3t-1.3.1-linux-x86\_64`).    3. Move the extracted directory to a desired location:  - You can move the extracted directory to a location where you want to install Robo 3T. For example, you can move it to `/opt` using the following command:  ```  bash  sudo mv robo3t-1.3.1-linux-x86\_64 /opt/robo3t  ```    4. Create a symlink for easy access (optional):  - To make it easier to access Robo 3T from the command line, you can create a symbolic link to the `robo3t` binary in a directory that's included in your `PATH`. For example:  ```  bash  sudo ln -s /opt/robo3t/bin/robo3t /usr/local/bin/robo3t  ```    5. Launch Robo 3T:  - You can now launch Robo 3T by typing `robo3t` in the terminal or by searching for "Robo 3T" in your application launcher.  - If the symlink was created in the previous step, you can also launch it using the `robo3t` command. *[Incorrect (Concept), Inconsistent (Concept)]*    Please note that installing older versions may not provide you with the latest features, improvements, and bug fixes available in Studio 3T. It's recommended to use the latest version unless you have a specific reason for using an older release. *[Not Concise (Irrelevant)]* | Partially Comprehensive  Usefulness (1)  -------------------  Incorrect  Inconsistent  Not Concise |
| 75293292 | Spring - micrometer + opentelemetry-exporter-otlp  <https://stackoverflow.com/questions/75293292/spring-micrometer-opentelemetry-exporter-otlp> | At the moment, Micrometer does not have built-in support for exporting traces directly to an OpenTelemetry (OTel) container. However, you can still achieve this by using a combination of Micrometer and OpenTelemetry libraries in your Spring application. Here's a high-level overview of the steps involved:    1. Add the necessary dependencies:  - Add the Micrometer dependency to your project, as you've already done.  - Add the OpenTelemetry Java Instrumentation dependency to your project to enable tracing capabilities. You can find the latest version on Maven Central.    2. Configure OpenTelemetry:  - Follow the OpenTelemetry Java Instrumentation documentation to configure and initialize the OpenTelemetry SDK. This typically involves setting up exporters, such as the OTLP exporter for sending traces to an OTel container.  - Ensure that you have configured the OTel exporter with the correct endpoint and credentials to communicate with your OTel container.    3. Configure Micrometer with OpenTelemetry:  - Create a Micrometer MeterRegistry bean in your Spring application configuration.  - Use the OpenTelemetry SDK to create an implementation of the MeterRegistry, such as the OpenTelemetryMeterRegistry provided by Micrometer's OpenTelemetry module.  - Configure the MeterRegistry to use the OpenTelemetry tracer by setting the tracer instance from the OpenTelemetry SDK.    Here's an example configuration class that combines Micrometer and OpenTelemetry for tracing:    ```java  import io.micrometer.core.instrument.Clock;  import io.micrometer.core.instrument.MeterRegistry;  import io.micrometer.opentelemetry.OpenTelemetryConfig;  import io.micrometer.opentelemetry.OpenTelemetryMeterRegistry;  import io.opentelemetry.api.OpenTelemetry;  import io.opentelemetry.api.trace.Tracer;  import org.springframework.context.annotation.Bean;  import org.springframework.context.annotation.Configuration;    @Configuration  public class MicrometerOpenTelemetryConfig {    @Bean  public MeterRegistry meterRegistry(OpenTelemetry openTelemetry) {  Tracer tracer = openTelemetry.getTracer("your-instrumentation-name");  OpenTelemetryConfig config = new OpenTelemetryConfig() {  // Configure any specific OpenTelemetry options here  };  return OpenTelemetryMeterRegistry.builder(config)  .openTelemetry(openTelemetry)  .clock(Clock.SYSTEM)  .build();  }  }  ```    By following this approach, you can leverage Micrometer's instrumentation and OpenTelemetry's tracing capabilities to send traces from your Spring application to an OTel container.    Please note that OpenTelemetry is a rapidly evolving project, so it's important to refer to the documentation and examples provided by the OpenTelemetry community to ensure you're using the latest best practices and versions of the libraries. |  |
| 75294852 | String manipulation in polars  <https://stackoverflow.com/questions/75294852/string-manipulation-in-polars> | The error you encountered is because you're trying to use the `str` attribute on a regular string object, *[Not Concise (Redundant)]* which is not supported in Polars. However, you can achieve the desired string manipulations using the Polars DataFrame API functions. Here's an updated version of your `clean\_dataframe\_columns` function that performs the required transformations: *[Incorrect (Concept), Inconsistent (Concept)]*    ```python  def clean\_dataframe\_columns(df):  header = list(df.head(1).transpose().to\_series())  cleaned\_headers = []  for entry in header:  if entry:  entry = (  entry.replace("\n", "\_")  .replace(" ", "\_")  .title()  .replace("(?<=[a-z])(?=[A-Z])", "\_")  .lower()  )  else:  entry = "no\_column"  cleaned\_headers.append(entry)  df.columns = cleaned\_headers  return df *[Incorrect Code (Wrong Logic), Inconsistent (Code)]*  ```    In this updated version, the modifications are as follows:    1. Use `replace(" ", "\_")` instead of `replace("\s", "\_")` to replace spaces with underscores.  2. Use `.title()` to capitalize the first letter of each word in the entry. *[Incorrect (Concept), Inconsistent (Concept)]*  3. Remove the `entry.str.replace("\n", "\_")` part, as plain string manipulation methods can be used instead.    By making these changes, the function should now perform the desired string manipulations without encountering the `AttributeError`. *[Not Concise (Excess)]* | Fully Comprehensive  Usefulness (2)  -------------------  Incorrect  Inconsistent  Partially Concise |
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