Expr: expression
Var: variable
Const: constant
Arg: argument

1. Frequency: 0
   a. Buggy: If (expr1 == expr2) {}
   b. Fixed: If(expr1 != expr2) {}
2. Frequency: 1
   a. **Buggy: If (arg1 != arg2) {}**
   b. **Fixed: If(arg1 == arg2) {}**
3. Frequency: 1
   a. **Buggy: If (arg1 < arg2) {}**
   b. **Fixed: If(arg1 <= arg2) {}**
4. Frequency: 1
   a. **Buggy: If (arg1 <= arg2) {}**
   b. **Fixed: If(arg1 < arg2) {}**
5. Frequency: 1
   a. **Buggy: If (arg1 <= arg2) {}**
   b. **Fixed: If(arg1 == arg2) {}**
6. Frequency: 0
   a. Buggy: If (arg1 == arg2) {}
   b. Fixed: If(arg1 <= arg2) {}
7. Frequency: 1
   a. **Buggy: If (arg1 != arg2) {}**
   b. **Fixed: If(arg1 < arg2) {}**
8. Frequency: 0
   a. Buggy: If (arg1 < arg2) {}
   b. Fixed: If(arg1 != arg2) {}
9. Frequency:
   a. **Buggy: If (arg1 == arg2) {}**
   b. **Fixed: If(arg1 < arg2) {}**
10. Frequency: 0
    a. Buggy: If (arg1 < arg2) {}
    b. Fixed: If(arg1 == arg2) {}
11. Frequency: **1**
    a. **Buggy: Return true;**
    b. **Fixed: Return false;**

12. Frequency: 0
    a. Buggy: Return false;
    b. Fixed: Return true;
13. Frequency: 1
    a. **Buggy: func(listArg1, False, listArg2)**
    b. **Fixed: func(listArg1, True, listArg2)**
14. Frequency: **2**
    a. **Buggy: func(listArg1, True, listArg2)**
    b. **Fixed: func(listArg1, False, listArg2)**
15. Frequency: 1
    a. **Buggy: Break;**
    b. **Fixed: Continue;**
16. Frequency: 0
    a. Buggy: Break;
    b. Fixed: Continue;
17. Frequency: 0
    a. **Buggy: obj.someMember**
    b. **Fixed: if(obj != null) { obj.someMember }**
18. Frequency: 1
    a. **Buggy: var = expr;**
    b. **Fixed: var = expr + 1;**
19. Frequency:
    a. Buggy: var = expr;
    b. Fixed: var = expr - 1;
20. Frequency: 2
    a. **Buggy: func(listArg1, val, listArg2)**
    b. **Fixed: func(listArg1, val + 1, listArg2)**
21. Frequency: 1
    a. **Buggy: func(listArg1, val, listArg2)**
    b. **Fixed: func(listArg1, val - 1, listArg2)**
22. Frequency: 1
    a. **Buggy: if(expr1 < expr2)**
    b. **Fixed: if(expr1 < (expr2 - 1))**
23. Frequency: 2
    a. **Buggy: if (... (expr1 < expr2) ...)**
    b. **Fixed: if(expr1 < (expr2 + 1))**
24. Frequency: 0

      a. Buggy: if(expr1 > expr2)
      b. Fixed: if(expr1 > (expr2 - 1))
25. Frequency: 0
      a. Buggy: if(expr1 > expr2)
      b. Fixed: if(expr1 > (expr2 + 1))
26. Frequency: 0
      a. Buggy: if(expr1 < expr2)
      b. Fixed: if((expr1+1) < expr2)
27. Frequency: 0
      a. Buggy: if(expr1 < expr2)
      b. Fixed: if((expr1 -1) < expr2))
28. Frequency: 0
      a. Buggy: if(expr1 > expr2)
      b. Fixed: if((expr1 + 1) > expr2)
29. Frequency: 0
      a. Buggy: if(expr1 > expr2)
      b. Fixed: if((expr1 - 1) > expr2)