EVIDENCE OF CODE DUPLICATION

```
// Taken from
// http://stackoverflow.com/a/14387791/837649
function copyFile(source, target, cb) {
 var cbCalled = false;
  var rd = fs.createReadStream(source);
  rd.on("error", function(err) {
   done(err);
  var wr = fs.createWriteStream(target);
  wr.on("error", function(err) {
   done(err);
  wr.on("close", function(ex) {
   done();
  });
  rd.pipe(wr);
  function done(err) {
   if (!cbCalled) {
      cb(err);
      cbCalled = true;
module.exports = copyFile;
```

```
Same mechanism, but this adds error handling:
```

```
297
        function copyFile(source, target, cb) {
          var cbCalled = false;
          var rd = fs.createReadStream(source);
 (D)
          rd.on("error", function(err) {
            done(err);
          });
          var wr = fs.createWriteStream(target);
          wr.on("error", function(err) {
            done(err);
          });
          wr.on("close", function(ex) {
            done();
          });
          rd.pipe(wr);
          function done(err) {
            if (!cbCalled) {
              cb(err);
              cbCalled = true;
```

Git Project

Referenced SO Post

1. MINOR UPDATES

Simplified Code

FinalSO.csv3746.txt FinalGit.csv3746.txt

```
    Cleanup code
    Source Link
    edited Aug 19 '20 at 8:54
    Ruben Helsloot
    11k ○ 5 ○ 19 ○ 39
```

```
$.fn.serializeObject = function()
{
    var o = {};
    var a = this.serializeArray();
    $.each(a, function() {
        if (o[this.name] !== undefined) {
            if (!o[this.name].push) {
                 o[this.name] = [o[this.name]];
            }
            o[this.name].push(this.value || '');
        } else {
            o[this.name] = this.value || '';
        }
    });
    return o;
};
```



```
function objectifyForm(formArray) {
    //serialize data function
    var returnArray = {};
    for (var i = 0; i < formArray.length; i++){
        returnArray[formArray[i]['name']] = formArray[i]['value'];
    }
    return returnArray;
}</pre>
```

1. MINOR UPDATES

- Simplified Code
- Best Practice

FinalSO.csv3785.txt FinalGit.csv3785.txt



```
function uuidv4() {
    return ([1e7]+-1e3+-4e3+-8e3+-1e11).replace(/[018]/g, c =>
        (c ^ crypto.getRandomValues(new Uint8Array(1))[0] & 15 >> c / 4).toString(16)
    );
}
console.log(uuidv4());
```



[Edited 2021-10-16 to reflect latest best-practices for producing RFC4122-complaint UUIDs]

4871 Most readers here will want to use the uuid module. It is well-tested and supported.



The crypto.randomUUID() function is an emerging standard that is supported in Node.js and an

1. MINOR UPDATES

- Simplified Code
- Best Practice
- Code Improvement

FinalSO.csv3984.txt FinalGit.csv3984.txt

```
getTime() always uses UTC for time representation - no need to fiddle with this any further Source Link
```

```
function calcTime(city, offset) {
                                                              initial
   // create Date object for current location
   d = new Date();
    // convert to msec
    // add local time zone offset
   // get UTC time in msec
   utc = d.getTime() + (d.getTimezoneOffset()
   // create new Date object for different city
   // using supplied offset
   nd = new Date(utc + (3600000*offset));
   // return time as a string
   return "The local time in " + city + " is " + nd.toLocaleString();
function calcTime(city, offset) {
                                                                final
    // create Date object for current location
    var d = new Date();
    // get UTC time in msec
    var utc = d.getTime();
    // create new Date object for different city
    // using supplied offset
    var nd = new Date(utc + (3600000*offset));
    // return time as a string
    return "The local time in " + city + " is " + nd.toLocaleString();
```

1. MINOR UPDATES

- Simplified Code
- Best Practice
- Code Improvement

2. MAJOR UPDATES

Version update

FinalSO.csv4154.txt FinalGit.csv4154.txt



Well, this answer has become its own beast. Many new versions, it was getting stupid long. Many thanks to all of the great many contributors to this answer. But, in order to keep it simple for the masses. I archived all the versions/history of this answer's evolution to my github. And started it over clean on StackOverflow here with the newest version. A special thanks goes out to Mike 'Pomax' Kamermans for this version. He gave me the new math.

```
function shadeBlendConvert(p, from, to) {
    if(typeof(p)!="number"||p<-1.0||p>1.0||typeof(from)!="string"||(from[0]!
    if(!this.sbcRip)this.sbcRip=function(d){
        var l=d.length,RGB=new Object();
        if(l>9){
            d=d.split(",");
            if(d.length<3||d.length>4)return null;//ErrorCheck
            RGB[0]=i(d[0].slice(4)),RGB[1]=i(d[1]),RGB[2]=i(d[2]),RGB[3]=d[3]);
        }else{
            switch(l){case 8:case 6:case 3:case 2:case 1:return null;} //ErrorCheck
            if(l<6)d="#"+d[1]+d[1]+d[2]+d[3]+d[3]+d[3]+(l>4?d[4]+""+d[4]:"");
            d=i(d.slice(1),16),RGB[0]=d>>16&255,RGB[1]=d>>8&255,RGB[2]=d&255;
        }
        return RGB;}
```

```
const pSBC=(p,c0,c1,1)=>{
                                                                                  final
    let r,g,b,P,f,t,h,i=parseInt,m=Math.round,a=typeof(c1)=="string";
    if(typeof(p)!="number"||p<-1||p>1||typeof(c0)!="string"||(c0[0]!='r'&&c0[0]!='#')||(c18
    if(!this.pSBCr)this.pSBCr=(d)=>{
        let n=d.length,x={};
        if(n>9){
            [r,g,b,a]=d=d.split(","),n=d.length;
            if(n<3||n>4)return null;
            x.r=i(r[3]=="a"?r.slice(5):r.slice(4)), x.g=i(g), x.b=i(b), x.a=a?parseFloat(a):-1
        }else{
            if(n==8 | |n==6| | n<4) return null;
            if(n<6)d="#"+d[1]+d[1]+d[2]+d[2]+d[3]+d[3]+(n>4?d[4]+d[4]:"");
            d=i(d.slice(1),16);
            if(n==9||n==5)x.r=d>>24&255,x.g=d>>16&255,x.b=d>>8&255,x.a=m((d&255)/0.255)/106
            else x.r=d>>16,x.g=d>>8&255,x.b=d&255,x.a=-1
        }return x};
```

1. MINOR UPDATES

- Simplified Code
- Best Practice
- Code Improvement

2. MAJOR UPDATES

- Version update
- Deprecated method update

FinalSO.csv3793.txt FinalGit.csv3793.txt



Note: the <u>initEvent</u> method is now deprecated. Other answers feature up-to-date and recommended practice.

490



You can use <u>fireEvent</u> on **IE 8** or lower, and W3C's <u>dispatchEvent</u> on *most* other browsers

```
if (document.createEvent) {
    event = document.createEvent("HTMLEvents");
    event.initEvent("dataavailable", true, true);
} else {
    event = document.createEventObject();
    event.eventType = "dataavailable";
}
```



1. MINOR UPDATES

- Simplified Code
- Best Practice
- Code Improvement

2. MAJOR UPDATES

- Version update
- Deprecated method update
- Fixing Error

Edit: path.strip('"') seems like the wrong thing to do here. Neither Windows nor POSIX appear to encourage quoted PATH items.

```
def which(program):
    import os
    for path in os.environ["PATH"].split(os.pathsep):
        exe = path + os.sep + program
        if os.path.exists(exe):
            return exe
    return None
```



```
def which(program):
    import os
    def is_exe(fpath):
        return os.path.isfile(fpath) and os.access(fpath, os.X_OK)

fpath, fname = os.path.split(program)
    if fpath:
        if is_exe(program):
            return program

else:
    for path in os.environ["PATH"].split(os.pathsep):
        exe_file = os.path.join(path, program)
        if is_exe(exe_file):
            return exe_file

return None
```

How else is SO being used?



I just found this answer on the Web:

179

1

```
import unicodedata

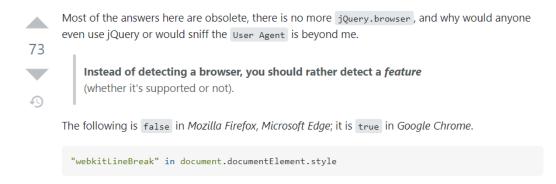
def remove_accents(input str):
    nfkd_form = unicodedata.normalize('NFKD', input_str)
    only_ascii = nfkd_form.encode('ASCII', 'ignore')
    return only_ascii
```

Stack Overflow

Git

REASON 1: Borrowed but modified functions/ formula/ import statements

How else is SO being used?



```
// is webkit? http://stackoverflow.com/a/16459606/376773
// document is undefined in react-native: https://github.com/facebook/react-native/pull/
return (document && document.documentElement && document.documentElement.style && docume
    // is firebug? http://stackoverflow.com/a/398120/376773
    (window && window.console && (window.console.firebug || (window.console.exception && w
    // is firefox >= v31?
    // https://developer.mozilla.org/en-US/docs/Tools/Web_Console#Styling_messages
    (navigator && navigator.userAgent && navigator.userAgent.toLowerCase().match(/firefox\
    // double check webkit in userAgent just in case we are in a worker
    (navigator && navigator.userAgent && navigator.userAgent.toLowerCase().match(/appleweb
```

Stack Overflow

Git

REASON 2: SO Post being used for explanation on how to use a certain method/ concept

INTERESTING FINDINGS (Contd.)

1. Same Git Code being reused in multiple repositories

Post ID	Repo	Repo Name
1480971	saumyamittal/TeeApp	TeeApp
1480971	sschloesser/portfolio	portfolio
1480971	steventactic/TacticConnect	TacticConnect
1480971	unnamed89/xxx	xxx
1480971	veronicakim220/puSSh	puSSh
1480971	DynamoMTL/angular-super-forms	angular-super- forms
1480971	esiyeenuwa/esigdzifa	esigdzifa

```
var childProcess = require("child process");
function opener(args, options, callback) {
    // http://stackoverflow.com/q/1480971/3191, but see below for Windows
    var command = process.platform === "win32" ? "cmd" :
                  process.platform === "darwin" ? "open" :
                  "xdg-open";
    if (typeof args === "string") {
        args = [args];
    if (typeof options === "function") {
        callback = options;
        options = {};
    if (options && typeof options === "object" && options.command) {
        if (process.platform === "win32") {
           // *always* use cmd on windows
            args = [options.command].concat(args);
        } else {
            command = options.command;
```

12/9/2021

INTERESTING FINDINGS (Contd.)

- 1. Same Git Code being reused in multiple repositories
- 2. Git Code referencing multiple Stack Overflow posts evrimfeyyaz/ios-calculator/master/node_modules/dom-serialize/index.js

```
/*
       Storage JSON Conversion
       http://stackoverflow.com/questions/2010892/storing-objects-in-html5-localstorage/2010994
Storage.prototype.setObject = function(key, value) {
       this.setItem(key, JSON.stringify(value));
};
Storage.prototype.getObject = function(key) {
                                                                    /* GET DATE IN Japan Standard TimeZone
        return JSON.parse(this.getItem(key));
                                                                    http://stackoverflow.com/a/10088053/483704
};
                                                                    Date.getJstDate = function() {
                                                                            // create Date object for current location
/*
                                                                            d = new Date();
       Comparing arrays
                                                                            // convert to msec
       http://stackoverflow.com/a/14853974/483704
                                                                            // add local time zone offset
*/
                                                                            // get UTC time in msec
                                                                            utc = d.getTime() + (d.getTimezoneOffset() * 60000);
equals:
                                                                            // create new Date object for different city
       value: function (array) {
                                                                            // using supplied offset
               // if the other array is a falsy value, return
                                                                            return new Date(utc + (3600000*9));
               if (!array)
                        return false:
                                                                    };
```

INTERESTING FINDINGS (Contd.)

- 1. Same Git Code being reused in multiple repositories
- 2. Git Code referencing multiple Stack Overflow posts
- 3. Git Code referencing websites other than Stack Overflow (Tutorials Point)

```
modified from http://pytorch.org/tutorials/intermediate/reinforcement q learning.html
import gym
import math
import random
import numpy as np
import matplotlib
import matplotlib.pyplot as plt
from collections import namedtuple
from itertools import count
from copy import deepcopy
from PIL import Image
import torch
import torch.nn as nn
import torch.optim as optim
import torch.autograd as autograd
import torch.nn.functional as F
import torchvision.transforms as T
env = gym.make('CartPole-v0')
```

12/9/2021