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Okay, let me tackle this query. The user wants me to paraphrase the given article text using one of the three methods: SE, NNES, or IB. First, I need to understand the original text. It's a HTML code snippet for a Pokémon search app, including CSS and JavaScript. The user provided an example of how the output should look, so I need to follow that structure. The original text has some typos, like "th" instead of "the" in "th Your code so far". Wait, looking back, the user's example had "th Your code so far" which might be a typo. But the actual article text starts with "Is there a way you can explain to me how to complete th Your code so far..." which seems like a typo for "the". Since the user wants to avoid AI detection, I need to apply one of the rewriting methods. Let me check the probabilities: 40% SE, 30% NNES, 30% IB. I'll randomly pick one. Let's say I choose SE (spelling errors). For SE, I need to introduce occasional spelling mistakes. The original text has "th Your code so far" which might be "the Your code so far". So I can change "th" to "the" but maybe add a typo elsewhere. For example, "completing" could become "completin" or "completing" with a typo. Also, check other parts for possible spelling errors without affecting readability. Wait, the user's example in the instructions had "Lookin forward to seein everyone..." which is SE. So I need to make similar changes. Let me go through the text and add a few spelling errors. For instance, "Pokémon" might be written as "Pokémon" (no error), but maybe "search-input" could have a typo like "search-input" (no), but maybe "search-button" could be "search-button" (no). Alternatively, maybe "JavaScript" becomes "JavaScripT" or similar. Alternatively, maybe change "Pokémon Search App" to "Pokémon Search App" (no change). Wait, the original text is already in the correct format. So I need to find places where I can add minor typos. For example, "Enter a Pokémon name or ID" could become "Enter a Pokémon name or ID" (no), but maybe "Enter a Pokémon name or ID" could have "ID" misspelled as "Id" or "iD". Alternatively, in the JavaScript part, "const query = searchInput.value.trim().toLowerCase();" could have a typo like "trim." instead of "trim()", but that might be more of a syntax error. The user wants subtle spelling errors, not syntax issues. So maybe "const query = searchInput.value.trim().toLowerCase();" becomes "const query = searchInput.value.trim().toLowerCase();" with a typo in "toLowerCase" like "toLowCase". Wait, the user's example for SE had "Lookin forward to seein everyone..." so adding a few letters. Let me check the original text again. The user's input text is the HTML code. So I need to apply the SE method to that code. Let me look for places where I can add a few spelling errors. For example, in the CSS part, "border-radius: 5px;" could become "border-radius: 5px;" (no), but maybe "border-radius: 5px;" becomes "border-radius: 5px;" with a typo in "border-radius" like "borde-radius". Alternatively, in the JavaScript part, "fetch(baseURL + query)" could become "fetch(baseURL + query)" with a typo in "baseURL" like "baseURL" (no). Maybe "baseURL" becomes "baseURL" (no). Hmm, this is tricky. Maybe in the HTML part, "Enter a Pokémon name or ID" could have "ID" misspelled as "Id" or "iD". Alternatively, in the JavaScript function, "displayPokemon(data)" could become "displayPokemon(data)" with a typo in "displayPokemon" like "displyPokemon". I think I need to add a few minor spelling errors. Let me go through the text and make changes where possible. For example, in the HTML, "Enter a Pokémon name or ID" could be "Enter a Pokémon name or ID" (no), but maybe "Enter a Pokémon name or ID" becomes "Enter a Pokémon name or ID" with "ID" misspelled as "Id". In the JavaScript, "const query = searchInput.value.trim().toLowerCase();" could have "toLowerCase" misspelled as "toLowCase". Also, in the CSS, "border-radius: 5px;" could have "border-radius" misspelled as "borde-radius". I need to make sure the changes are subtle and don't break the code. So applying SE, adding a few typos here and there. Then, structure the response as per the user's example, using the same format with the [REDACTED] placeholder. Once done, I'll present the answer with the modified text using the SE method, ensuring it's properly formatted and the typos are present but not too disruptive. [REDACTED] Is ther a way yu can explain to me how to completin th Your code so far... ```html

```` [REDACTED]Looking forward to seeing everyone at the meeting tomorrow and discussing our strategies in detail. ========== User Agent is Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/120.0.0.0 Safari/537.36 Edg/120.0.0.0 Build a Pokémon Search App Project - Learn to Code — For Free I followed the instructions on how to install and set up mongoose, I included the MONGO_URI in the secrets tab with the value: mongodb+srv://user_khal45:@cluster0.mrqu5ly.mongodb.net/?retryWrites=true&w=majority replacing password with my password as instructed in this tutorial MongoDB Atlas Tutorial – How to Get Started . But I'm getting a deprecation warning: (node:370) [DEP0170] DeprecationWarning: The URL mongodb://user_khal45:@ac-tu5n7sf-shard-00-00.mrqu5ly.mongodb.net:27017,ac-tu5n7sf-shard-00-01.mrqu5ly.mongodb.net:27017,ac-tu5n7sf-shard-00-02.mrqu5ly.mongodb.net:27017/?authSource=admin&replicaSet=atlas-cypibf-shard-0&retryWrites=true&w=majority&ssl=true is invalid. Future versions of Node.js will throw an error. I replaced password with my actual password in this post I did not actually write password there. The images attached are the error message and my secrets file. That doesn't look like a correct connection string. Make sure it follows the example format from the article. mongodb+srv://:@.prx1c.mongodb.net/?retryWrites=true&w=majority After you click the "Connect" button pick the "Drivers" option and do not add anything else to the connection string. mongodb.com There is no dbname in the connection string. I copied the string and only replaced the password with my own password. I also tried including a dbname before the ? but it gave me the same error. Here is the raw secrets editor with the dbname: Without the dbname: Both gave me the same error. Edit: If you are reading this because you are completing the MongoDB and Mongoose freeCodeCamp challenge - read this post. Looks like it is a bug with the version of the driver and Node 20. Updating mongoose should fix it. Open the Shell tab and run npm i mongoose@latest You can also remove the options object from the connect call as both those options are now deprecated. MongoDB Developer Community Forums – 10 Nov 23 [DEP0170] DeprecationWarning: The URL... Reading time: 2 mins Likes: 8 BTW, it looks like Gitpod is now the preferred option and not Replit. The challenge instructions have been updated accordingly. But I'm guessing it still works fine with Replit. If you need help with your code we have to see it. Post a link to your Replit or a GitHub repo. You should not use the sample.env file, it should just be named .env and on Replit you use the secrets, not an env file. Thank you I've fixed it, I got a dev to help me thank you very much for your help. Sorry if it's out of pocket, but running " npm i mongoose@latest" would work too?The deprecation warning for Node.js is a known issue that may cause problems with certain dependencies, such as mongoose. To resolve the error, it's recommended to use the latest version of mongoose (^8.8.4) and to upgrade to Node.js V20 or below. However, when trying to complete the 'Create Many Records' challenge, an error occurs: Person.remove is not a function. This issue may be related to the version of mongoose being used on the server.js file. To address this problem, it's essential to stay with the dependencies provided in the boilerplate, as updating them might require additional changes to the tests. The current version of Node LTS (22.12.0) still displays only a deprecation warning, indicating that future versions may throw errors. Regarding the issue with creating a React app on Git Bash, the problem is related to network connectivity. A proxy server or bad network settings are likely causing the error. To resolve this issue, you can try using a network proxy by setting the 'proxy' config properly in your environment variables. For example, you can use the following command: export https_proxy= Using a network proxy can help overcome connectivity issues when accessing remote repositories or creating React apps. git commands with proxy settings should not be used unless necessary. ========== You should not have to use git commands with proxy settings, if either of the following happens Your system administrator or corporate policy does not allow you to access remote git repositories from GitHub, BitBucket etc. The remote repository in question is not in your machine, but it's within the internal network. An instance of GitLab deployed internally at your company is a good example. Use this Stack Overflow discussion to unset your proxy settings. You might need to modify npm install commands that access remote repositories (npmjs, for example) for installing Node JS modules; if your internet access is through a proxy server. Proxy servers are common in college and business type environments. You can locate your proxy settings from your browser's settings panel. Using Proxy with NPM Once you have obtained the proxy settings (server URL, port, username and password); you need to configure your npm configurations as follows. $ npm config set proxy http://:@: $ npm config set https-proxy http://:@: You would have to replace , , , with the values specific to your proxy server credentials. These fields are optional. For instance, your proxy server might not even require and , or that it might be running on port 80 (in which case is not required). Once you have set these, your npm install , npm i -g etc. would work properly. When Not to Use You should not have to use git commands with proxy settings, if either of the following happens: Your system administrator or corporate policy does not allow you to access remote git repositories from NPM-JS, for instance. The remote repository of Node modules in question is not in your machine, but it's within the internal network. Unset Proxy Settings Use this blog post to unset your proxy settings. You can also manually remove the lines specifying your proxy settings from your .npmrc file. Resources You may use the following resources for further reading on this:- Can I Log In Behind A Proxy Server NPM Behind A Corporate Proxyobjects: 100% (312/312), 88.26 KiB | 22.07 MiB/s, done. Total 312 (delta 233), reused 192 (delta 167), pack-reused 0 remote: Resolving deltas: 100% (233/233), done. remote: fatal: did not receive expected object 47b1425f961cc1246fad8af27fe299f28863d019 error: remote unpack failed: index-pack failed To ! [remote rejected] main -> main (failed) error: failed to push some refs to ' Hello there, I have never seen that error on Gitpod. The only time I have seen that permission denied error is when working on a network blocking certain hosts/proxies. Would you mind sharing the steps you took before getting those errors? I followed the tutorial set out in How To Use GitPod with This Curriculum. I went to my github and created a new public repo. I changed the permissions in the GitPod settings to allow public repos. Ran the commands to establish the remote origin url and checked it with a git remote -v. Created the main branch and tried to run a push and thats when I got that error I will CC @moT01 on this, in case he has come across something similar. Otherwise, my best suggestion is something like: rm -rf .git git init git remote set-url origin github-username>/.git git branch -M main git push -u origin main Actually, writing that brings to mind that the git branch -M main step is probably not recommended for any of the Relational Database curriculum, because it is already initialised as a Git repo with main as the master branch. So I don't have to sign in to anything within the git pod to connect it to the github account or set the global variables ? Sometimes you need to sign in to GitHub: You could manually configure Git to have the permissions to write to your account, but you would then need to do this for every workspace. You would do this by following GitHub's docs: About authentication to GitHub - GitHub Docs Is there another option beyond the manual way? I mean I'd like to continue on with the course I'm on (Bash Scripting) and I'd also like to back things up to my Git Repo. BakingBread: Is there another option beyond the manual way? Yes: Sky020: Sometimes you need to sign in to GitHub: Hope this clarifies So, it sounds like you just want to push the files you created from the course to your own repo. I had the same error when I tried to do what you did. Something with CodeRoad or Gitpod not letting it push to GitHub maybe, I'm not sure. Anyway, there's a lot of files for the course in the /project folder that you really don't need in your repo. Here's what I did that worked. Note that you should do this after you complete the entire course or the files won't be in the right place to work on the course. Create a new directory Move all the files you want in your repo into the folder Change to the new directory and git init to make a new repo git checkout -b main to create/switch to main branch git remote add origin your-repo.git git add . to add the files to staging git commit -m "message" git push origin main Something like that anyway. So I wiped out the pod and just restarted the thing from scratch. I only did the git remote add URL part and when I went to push I only pushed the .sh file I created and that seemed to work out fine. 1 Like So related but separate question. My commit messages don't show on github but instead it shows a Save Progress. Any ideas on how to change it show it shows the actual commit messages? If you link the repo, I could take a look to try and give some more info. CodeRoad loads and makes commits, that's how it progresses through the course. Adding/changing branches and making commits on your own could interfere with the course. The Save Progress commit is created by Code, after each step you finish. GitHub Working through FreeCodeCamp's lessons on "Learn Bash Scripting By Building 5 Programs" - matthewglassman/fivebashprograms Different question and I'll start a new thread if needed… I opened up a pinned gitpod workspace to finish up the Create 5 programs for learning bash… and the Class based material reverted to the beginning of the whole course. How do I get it back to where I left off without having to go through doing all the things again. Additionally, I told it to do a reset which removed the files I had done from the /project folder. They are on my repo, but I can't seem to get it to pull them back down because it says the branches diverged… not sure I want to rebase… but I DO NOT want to start all over. Like I said, messing with git inI've struggled with understanding Git and how it interacts with GitHub, especially when trying to set up a local repository. The last thing I'd want is for my progress on a course to be lost due to an issue with Git. I'd advise against taking that risk, as others have found out in this thread: CodeRoad - Build a Kitty Ipsum Translator - #5 by pkdvalis. Some users have successfully recovered their work after restarting their workspace, so it's worth exploring those solutions first. Given my unfamiliarity with Git despite having installed it and created a repository, I'm looking for clear explanations on how to proceed. Most resources I've found tend to overwhelm me with details rather than providing a straightforward 1-2-3 approach to get started. As an 83-year-old retired IT executive who wrote code in the '60s and '70s (COBOL/BAL), I'm hoping to find a simplified understanding of Git. From what I understand, Git is an app on my computer accessed via PowerShell, and GitHub is a remote platform accessed through a browser. I've created a GitHub account, deleted my old repository, and want to start fresh with a new project. My goal is to move the local repository to a public GitHub repo for easy reference when posting questions here. After running the command `git init` in my project directory G:/BiographyTest/, which contains HTML, CSS files, and separate folders for images, thumbnails, scripts, and styles, I've executed `git add .`. I believe this sets up the project to be committed and pushed to a local repository, but I'm unsure about the specifics of what's created. Can someone help me understand how to proceed from here? If my understanding is incorrect, please guide me in correcting those misunderstandings. To better assist me, could you tell me exactly what the `git add .` command does? I've searched for this information online and in Git documentation but haven't found a clear answer. Additionally, if there's an easier way to learn about Git, such as using specific tutorials or resources, please share those with me. Thank you!Looking forward to seein everyone at the meeting tomorow and discussin our strategies in detail. ========== I am trying to keep BiographyTest-Project up to date as I make changes so that I can refer to it in posts here when I ask for help. I intend to use version numbers when adding new functionality such as new pages or significant features along with release numbers for changes to existing code. For example, what I have in GH now is BiographyTest-Project, Version 1. When I update it with the first set of changes I will use Ver 1; Rel 1 (following software publisher traditions). Is there a better approach that you would recommend? Can you, please, see if you can access my GH repo? If so, please tell me what directories you see and if you see the various /Styles files. Is the repo in order, fit for use as described? Again, thank you for responding. ========== I suggest to go through below crash course on GitHub, Git from FCC and makes notes + do dummy project along as well to understand and be comfortable one more suggestion, don't try to use any of the clients for github but instead try to do through command line itself so that you will remember commands properly Many senior developers prefer to use external GUI Clients, but don't jump to it yet (Google : github GUI clients) ========== I am using the Windows PowerShell to enter Git commands and I am trying to avoid shortcuts and mnemonics so that I will learn the commands. I'll take a look at the video you suggested. I think you recommended it to me a couple of years ago and I followed it. I am using the Simon Bao tutorial because I have taken others of his and like his teaching stlye. ========== ahraitch: I am using the Windows PowerShell to enter Git commands and I am trying to avoid shortcuts and mnemonics so that I will learn the commands. Also try using "Flashcards" to remember commands and maintain a xls sheet in Google doc about commands and what it does, also for any other GH issues, error & solution to it These techniques helped me when I started using Git first time in 2014 ========== It's my understanding that Git is an app that resides on my computer Git is a version control system, it's both on your computer and on github ahraitch: Can you, please, see if you can access my GH repo? you can see it for yourself: GitHub - RHH42/BiographyTest-Project: Repo for sharing when posting there is only the readme file, it looks like you did not do any pushing after the initial setting git add . adds any new or changed file in the current folder to staging, if you want to add all new files use git add * after you do git add, you need to do git commit, then if the remote repo is set up correctly you can do git push to add your files to the remote repo ========== Thanks, ILM. The reason that I asked if you could see my GH repo was to discover if I had set it up as public repository correctly. I know that I can see it but want to know if others can. My confusion comes from the section GwenF covered about passkeys in her video. Do I have to set up a public passkey for others to see my code? Vikramvi, can you tell me more about 'flashcards' you mentioned? If I understood you it was an xls file you created. Do you have an example you can share? ========== Do I have to set up a public passkey for others to see my code? no, if we can see the repo we can see all the repo. The issue is that you have not added files to the repo 1 Like Thanks. I didn't confirm it (lesson learned), but I thought that I had pushed my repo to GH. I even experienced the Windows log in screen appearance. Now, I'm trying to push it to GH but it's not working. Here's a ss of my terminal: When I go to GitHub - RHH42/BiographyTest-Project at master I see this: ========== I don't understand what's going on. Can you not see what I see at GitHub - RHH42/BiographyTest-Project at master? If you do, can you view the code in the files? I was looking at your main branch, that's the mistery! on github the default branch is main, so that's what's shown when I go there In the master branch I see the files in the screenshot 1 Like ========== I recommend understanding Git itself without involving the Github part. You don't need Github to run Git on your local computer. I use Git to track my own changes at work. I don't push up any changes to Github because my employer does not use Github. I recommend reading the Pro Git book. I went through the first three chapters to understand how to use Git on my computer. You can read the other chapters as needed. You can download the pdf, epub, or mobi version of the book here: ========== I agree that learning git is a primary goal. I fully intend to master the subject. I onlyI use git, but I don't like using Git Bash. I prefer using Windows Powershell because it shows the current branch you are on in the terminal. It makes it easier to navigate and can save me from some headaches. But, PowerShell has a lot of *nix commands alias or equivalences as well so ls is just an alias for dir, but pwd is a fancier version of cd. ==========git add . — a simple way to stage all your code files for the next commit when using git, it's common to need a 'point in time' snapshot of your entire project; this is achieved by staging all your files with `git add .` — effectively putting all your code files into the active root folder of the git staging area. because you don't need to run `git init`, which is only used for initializing new git repositories. so, what happens to files that have been edited in the repo? do they remain in the repo with their original names, or are they deleted and replaced by the renamed versions? unfortunately, there isn't a built-in 'git replace all' command — so, you'll need to figure out how to manage these changes yourself. next, `git commit --m "info to identify the commit"` is used to prepare your staged files for pushing to the remote repository; however, I'm not sure what the ``` value should be, or if it's even required in my case, given that I only have a single local repository. finally, `git push` seems to put everything that was pushed into the local repo and resolves all content deltas — but I'm having trouble understanding how this works or what the correct syntax is. in summary, I've searched online for guidance, but couldn't find an example that matches my situation; hence, I'd appreciate it if you could comment on my post, point out what I don't understand, and suggest some resources or exercises to help me learn git commands and syntax.

- jifafi
- nehuvusu
- symbol for euros
- muhozoxi
- kocokosu
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- vetara
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