

AI ASSISTED CODING

LAB-11.1

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Batch-12

Task Description #1 – Stack Implementation

Task: Use AI to generate a Stack class with push, pop, peek, and is_empty methods.

Sample Input Code: class Stack:

```
pass
```

Expected Output:

- A functional stack implementation with all required methods and docstrings
PROMPT:

```
#Write a code to generate a stack class with push,pop,peek and isEmpty methods
```

CODE:

```

* lab6.py > ...
1  #Write a code to generate a stack class with push,pop,peek and isEmpty methods
2  class Stack:
3      def __init__(self):
4          self.stack = []
5      def push(self, item):
6          self.stack.append(item)
7      def pop(self):
8          if not self.isEmpty():
9              return self.stack.pop()
10         else:
11             raise IndexError("Stack is empty")
12     def peek(self):
13         if not self.isEmpty():
14             return self.stack[-1]
15         else:
16             raise IndexError("Stack is empty")
17     def isEmpty(self):
18         return len(self.stack) == 0
19 # Example usage
20 if __name__ == "__main__":
21     stack = Stack()
22     stack.push(1)
23     stack.push(2)
24     stack.push(3)
25     print(stack.peek()) # Output: 3
26     print(stack.pop()) # Output: 3
27     print(stack.isEmpty()) # Output: False
28     print(stack.pop()) # Output: 2
29     print(stack.pop()) # Output: 1
30     print(stack.isEmpty()) # Output: True
31

```

OUTPUT:

```

/AIAC/lab6.py
3
3
False
2
1
True

```

Task Description #2 – Queue Implementation Task:

Use AI to implement a Queue using Python lists.

Sample Input Code: class Queue:

```
pass
```

Expected Output:

- FIFO-based queue class with enqueue, dequeue, peek, and size methods.

PROMPT:

#Write a code to generate a queue class with enqueue,dequeue,peek and size methods

CODE:

```
❸ palindrome.py > ...
1  #Write a code to generate a queue class with enqueue,dequeue,peek and size methods
2  class Queue:
3      def __init__(self):
4          self.queue = []
5      def enqueue(self, item):
6          self.queue.append(item)
7      def dequeue(self):
8          if not self.isEmpty():
9              return self.queue.pop(0)
10         else:
11             raise IndexError("Queue is empty")
12     def peek(self):
13         if not self.isEmpty():
14             return self.queue[0]
15         else:
16             raise IndexError("Queue is empty")
17     def size(self):
18         return len(self.queue)
19     def isEmpty(self):
20         return len(self.queue) == 0
21 # Example usage
22 if __name__ == "__main__":
23     queue = Queue()
24     queue.enqueue(1)
25     queue.enqueue(2)
26     queue.enqueue(3)
27     print(queue.peek()) # Output: 1
28     print(queue.dequeue()) # Output: 1
29     print(queue.size()) # Output: 2
30     print(queue.dequeue()) # Output: 2
31     print(queue.dequeue()) # Output: 3
32     print(queue.isEmpty()) # Output: True
```

OUTPUT:

```
/AIAC/palindrome.py
1
1
1
2
2
○ 3
True
```

Task Description #3 – Linked List

Task: Use AI to generate a Singly Linked List with insert and display methods. Sample Input

Code: class Node: pass class LinkedList:

pass

Expected Output:

- A working linked list implementation with clear method documentation PROMPT:

#Write a code to generate a singly linkedlist with insert and display methods

CODE AND OUTPUT:

```
palindrome.py > SinglyLinkedList > display
 2 class Node:
 3     def __init__(self, data):
 4         self.data = data
 5         self.next = None
 6 class SinglyLinkedList:
 7     def __init__(self):
 8         self.head = None
 9     def insert(self, data):
10         new_node = Node(data)
11         if not self.head:
12             self.head = new_node
13             return
14         last_node = self.head
15         while last_node.next:
16             last_node = last_node.next
17         last_node.next = new_node
18     def display(self):
19         current_node = self.head
20         while current_node:
21             print(current_node.data, end=' ')
22             current_node = current_node.next
23         print()
24 # Example usage
25 if __name__ == "__main__":
26     linked_list = SinglyLinkedList()
27     linked_list.insert(10)
28     linked_list.insert(20)
29     linked_list.insert(30)
30     print("Singly Linked List:")
31     linked_list.display()
32 # This program defines a Node class for the elements of the linked
PROBLEMS 1 OUTPUT DEBUG CONSOLE TERMINAL PORTS POSTMAN CONSOLE
Singly Linked List:
10 20 30
PS C:\Users\thota\OneDrive\Desktop\AIAC> 
```

Task Description #4 – Binary Search Tree (BST)

Task: Use AI to create a BST with insert and in-order traversal methods.

Sample Input Code: class BST: pass

Expected Output:

- BST implementation with recursive insert and traversal methods.

PROMPT:

#Write a code to create a binary search tree and inorder traversal methods using recursive insert and traversal methods

CODE AND OUTPUT:

```
palindrome.py X lab6.py lab1exam.py lab4.py lab2.py 1 lab5.py
+ palindrome.py > BinarySearchTree > _insert_recursive
  1  #Write a code to create a binary search tree and inorder traversal methods using recursive
  2  class TreeNode:
  3      def __init__(self, value):
  4          self.value = value
  5          self.left = None
  6          self.right = None
  7  class BinarySearchTree:
  8      def __init__(self):
  9          self.root = None
 10      def insert(self, value):
 11          if self.root is None:
 12              self.root = TreeNode(value)
 13          else:
 14              self._insert_recursive(self.root, value)
 15      def _insert_recursive(self, node, value):
 16          if value < node.value:
 17              if node.left is None:
 18                  node.left = TreeNode(value)
 19              else:
 20                  self._insert_recursive(node.left, value)
 21          else:
 22              if node.right is None:
 23                  node.right = TreeNode(value)
 24              else:
 25                  self._insert_recursive(node.right, value)
 26      def inorder_traversal(self):
 27          return self._inorder_recursive(self.root)
 28      def _inorder_recursive(self, node):
 29          result = []
 30          if node:
 31              result.extend(self._inorder_recursive(node.left))
 32              result.append(node.value)
 33              result.extend(self._inorder_recursive(node.right))
 34          return result
 35  # Example usage
 36  if __name__ == "__main__":
 37      bst = BinarySearchTree()
```

The screenshot shows a code editor with a Python file named `palindrome.py`. The code defines a `BinarySearchTree` class with an `_inorder_recursive` method. The code also includes an example usage where a tree is created and traversed. The terminal below shows the execution of the script and the output of the traversal.

```
palindrome.py BinarySearchTree _inorder_recursive
7     class BinarySearchTree:
28         def _inorder_recursive(self, node):
30             if node:
31                 result.extend(self._inorder_recursive(node.left))
32                 result.append(node.value)
33                 result.extend(self._inorder_recursive(node.right))
34             return result
35     # Example usage
36 if __name__ == "__main__":
37     bst = BinarySearchTree()
38     bst.insert(5)
39     bst.insert(3)
40     bst.insert(7)
41     bst.insert(2)
42     bst.insert(4)
43     bst.insert(6)
44     bst.insert(8)
45     print("Inorder Traversal:", bst.inorder_traversal()) # Output: [2, 3, 4, 5, 6, 7, 8]
46 # This code defines a binary search tree with methods for inserting values and performing an inorder tra
47

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True ...
● PS C:\Users\thota\OneDrive\Desktop\AIAC> & C:/Users/thota/AppData/Local/Programs/Python/Python313/python.exe c:/Users//AIAC/palindrome.py
/AIAC/palindrome.py
○ Inorder Traversal: [2, 3, 4, 5, 6, 7, 8]
PS C:\Users\thota\OneDrive\Desktop\AIAC>
```

Task Description #5 – Hash Table

Task: Use AI to implement a hash table with basic insert, search, and delete methods.

Sample Input Code: class HashTable:

```
pass
```

Expected Output:

- Collision handling using chaining, with wellcommented methods.

PROMPT:

```
#Write a code to implement a hash table with basic operations like insert, delete and search
methods using chaining for collision handling with well commented methods
```

CODE AND OUTPUT:

```

palindrome.py > HashTable > hash_function
1 #Write a code to implement a hash table with basic operations like insert, delete and search methods using chaining
2 class HashTable:
3     def __init__(self, size=10):
4         """Initialize the hash table with a specified size."""
5         self.size = size
6         self.table = [[] for _ in range(size)] # Create a list of empty lists for chaining
7     def hash_function(self, key):
8         """Generate a hash for the given key."""
9         return hash(key) % self.size
10    def insert(self, key, value):
11        """Insert a key-value pair into the hash table."""
12        index = self.hash_function(key)
13        # Check if the key already exists and update it
14        for i, (k, v) in enumerate(self.table[index]):
15            if k == key:
16                self.table[index][i] = (key, value) # Update existing key
17                return
18        # If the key does not exist, add a new key-value pair
19        self.table[index].append((key, value))
20    def delete(self, key):
21        """Delete a key-value pair from the hash table."""
22        index = self.hash_function(key)
23        for i, (k, v) in enumerate(self.table[index]):
24            if k == key:
25                del self.table[index][i] # Remove the key-value pair
26                return True
27        return False # Key not found
28    def search(self, key):
29        """Search for a value by its key in the hash table."""
30        index = self.hash_function(key)
31        for k, v in self.table[index]:
32            if k == key:
33                return v # Return the value associated with the key
34        return None # Key not found
35 # Example usage
36 if __name__ == "__main__":
37     hash_table = HashTable()
38     hash_table.insert("name", "Alice")
39     hash_table.insert("age", 30)
40     print(hash_table.search("name")) # Output: Alice
41     print(hash_table.search("age")) # Output: 30
42     hash_table.delete("name")
43     print(hash_table.search("name")) # Output: None
44 # This program implements a hash table using chaining for collision handling. It includes methods for

```

```

PROBLEMS 1 OUTPUT DEBUG CONSOLE TERMINAL PORTS POSTMAN CONSOLE
PS C:\Users\lthota\OneDrive\Desktop\AIAC> 
● PS C:\Users\lthota\OneDrive\Desktop\AIAC> & C:/Users/lthota/AppData/Local/Programs/Python/Python313/python.exe c:/Users/lthota/Desktop/AIAC/palindrome.py
Alice
30
None
○ PS C:\Users\lthota\OneDrive\Desktop\AIAC>

```

Task Description #6 – Graph Representation

Task: Use AI to implement a graph using an adjacency list.

Sample Input Code: class Graph:

```
pass
```

Expected Output:

- Graph with methods to add vertices, add edges, and display connections.

PROMPT:

#Write a code to implement a graph using an adjacency list and perform methods like add_vertices,add_edges and display connections CODE AND OUTPUT:

The screenshot shows a code editor with a Python file named palindrome.py. The code defines a Graph class with methods for adding vertices and edges, and displaying connections. It includes an example usage section. Below the code editor is a terminal window showing the execution of the script and its output.

```
palindrome.py > ...
1  write a code to implement a graph using an adjacency list and perform methods like add_vertices
2  class Graph:
3      def __init__(self):
4          self.adjacency_list = {}
5      def add_vertex(self, vertex):
6          if vertex not in self.adjacency_list:
7              self.adjacency_list[vertex] = []
8      def add_edge(self, vertex1, vertex2):
9          if vertex1 in self.adjacency_list and vertex2 in self.adjacency_list:
10             self.adjacency_list[vertex1].append(vertex2)
11             self.adjacency_list[vertex2].append(vertex1) # For undirected graph
12     def display_connections(self):
13         for vertex, edges in self.adjacency_list.items():
14             print(f"{vertex}: {', '.join(edges)}")
15
16 if __name__ == "__main__":
17     graph = Graph()
18     graph.add_vertex("A")
19     graph.add_vertex("B")
20     graph.add_vertex("C")
21     graph.add_edge("A", "B")
22     graph.add_edge("A", "C")
23     graph.add_edge("B", "C")
24     graph.display_connections()
25
```

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```
/AIAC/palindrome.py
PS C:\Users\thota\OneDrive\Desktop\AIAC & C:/Users/thota/AppData/Local/Programs/Python/Python313/python.
/AIAC/palindrome.py
A: B, C
B: A, C
C: A, B
PS C:\Users\thota\OneDrive\Desktop\AIAC>
```

Task Description #7 – Priority Queue

Task: Use AI to implement a priority queue using Python's heapq module.

Sample Input Code: class PriorityQueue:

```
palindrome.py X lab6.py lab1exam.py lab4.py lab2.py 1 lab5.py
palindrome.py > PriorityQueue > is_empty
1 #Write a code to implement a priority queue using python's heapq module and implement
2 import heapq
3 class PriorityQueue:
4     def __init__(self):
5         self.elements = []
6     def enqueue(self, item, priority):
7         heapq.heappush(self.elements, (priority, item))
8     def dequeue(self):
9         if not self.is_empty():
10             return heapq.heappop(self.elements)[1]
11         else:
12             raise IndexError("Priority Queue is empty")
13     def display(self):
14         print("Priority Queue:")
15         for priority, item in sorted(self.elements):
16             print(f"Item: {item}, Priority: {priority}")
17     def is_empty(self):
18         return len(self.elements) == 0
19 # Example usage
20 if __name__ == "__main__":
21     pq = PriorityQueue()
22     pq.enqueue("Task 1", priority=3)
23     pq.enqueue("Task 2", priority=1)
24     pq.enqueue("Task 3", priority=2)
25     pq.display()
```

```
palindrome.py X lab6.py lab1exam.py lab4.py lab2.py 1 lab5.py
palindrome.py > PriorityQueue > is_empty
1 #Write a code to implement a priority queue using python's heapq module and implement
2 import heapq
3 class PriorityQueue:
4     def __init__(self):
5         self.elements = []
6     def enqueue(self, item, priority):
7         heapq.heappush(self.elements, (priority, item))
8     def dequeue(self):
9         if not self.is_empty():
10             return heapq.heappop(self.elements)[1]
11         else:
12             raise IndexError("Priority Queue is empty")
13     def display(self):
14         print("Priority Queue:")
15         for priority, item in sorted(self.elements):
16             print(f"Item: {item}, Priority: {priority}")
17     def is_empty(self):
18         return len(self.elements) == 0
19 # Example usage
20 if __name__ == "__main__":
21     pq = PriorityQueue()
22     pq.enqueue("Task 1", priority=3)
23     pq.enqueue("Task 2", priority=1)
24     pq.enqueue("Task 3", priority=2)
25     pq.display()
```

Task Description #8 – Deque

Task: Use AI to implement a double-ended queue using collections.deque. Sample Input

Code: class DequeDS:

pass

Expected Output:

- Insert and remove from both ends with docstrings.

PROMPT:

#Write a code to implement a double ended queue using collections.deque using insert and remove from both ends with docstring

CODE AND OUTPUT:

```
⌚ palindrome.py > ↵ DoubleEndedQueue > ⌚ is empty
1  #Write a code to implement a double ended queue using collections.deque using insert and remove from both ends with docstr
2  from collections import deque
3  class DoubleEndedQueue:
4      def __init__(self):
5          """Initialize an empty double-ended queue."""
6          self.deque = deque()
7      def insert_front(self, item):
8          """Insert an item at the front of the deque."""
9          self.deque.appendleft(item)
10     def insert_rear(self, item):
11         """Insert an item at the rear of the deque."""
12         self.deque.append(item)
13     def remove_front(self):
14         """Remove and return an item from the front of the deque. Raises IndexError if the deque is empty."""
15         if not self.is_empty():
16             return self.deque.popleft()
17         else:
18             raise IndexError("Deque is empty")
19     def remove_rear(self):
20         """Remove and return an item from the rear of the deque. Raises IndexError if the deque is empty."""
21         if not self.is_empty():
22             return self.deque.pop()
23         else:
24             raise IndexError("Deque is empty")
25     def is_empty(self):
26         """Check if the deque is empty."""
27         return len(self.deque) == 0
28 # Example usage
29 if name == " main ":
```

```
3   class DoubleEndedQueue:
19     def remove_rear(self):
22       return self.deque.pop()
23     else:
24       raise IndexError("Deque is empty")
25     def is_empty(self):
26       """Check if the deque is empty."""
27       return len(self.deque) == 0
28   # Example usage
29   if __name__ == "__main__":
30     deque = DoubleEndedQueue()
31     deque.insert_rear(1)
32     deque.insert_rear(2)
33     deque.insert_front(0)
34     print(deque) # Output: deque([0, 1, 2])
35     print(deque.remove_front()) # Output: 0
36     print(deque.remove_rear()) # Output: 2
37     print(deque.is_empty()) # Output: False
38     print(deque.remove_front()) # Output: 1
39     print(deque.is_empty()) # Output: True
40   # This code implements a double-ended queue (deque) using the collections.d
41
```

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/AIAC/palindrome.py

1
True

- PS C:\Users\thota\OneDrive\Desktop\AIAC> ^C
 - PS C:\Users\thota\OneDrive\Desktop\AIAC> & C:/Users/thota/AppData/Local/Programs/Python /AIAC/palindrome.py
- deque([0, 1, 2])
0
2
False
1
True
- PS C:\Users\thota\OneDrive\Desktop\AIAC>]