

## ASSIGNMENT -2.5

NAME : SYED SUFIYAN

2303A51980

**BATCH:30**

## TASK 1:

**PROMPT:**

## WRITE A PROGRAM TO CALCULATE THE SUM OF ODD AND EVEN NUMBERS IN A LIST

**CODE:**

The screenshot displays the Visual Studio Code (VS Code) interface. The Explorer panel on the left shows a project named 'PYTHON' with a file '1.py'. The main editor window shows the content of '1.py', which is a Python script to calculate the sum of odd and even numbers in a list. The script includes a function 'sum\_odd\_even' and an example usage.

```
1 #Write a program to calculate the sum of odd and even numbers in a list
2 def sum_odd_even(numbers):
3     sum_odd = 0
4     sum_even = 0
5     for num in numbers:
6         if num % 2 == 0:
7             sum_even += num
8         else:
9             sum_odd += num
10    return sum_odd, sum_even
11 # Example usage
12 numbers = [1, 2, 3, 4, 5, 6]
13 odd_sum, even_sum = sum_odd_even(numbers)
14 print("Sum of odd numbers:", odd_sum)
15 print("Sum of even numbers:", even_sum)
```

The TERMINAL panel at the bottom shows the output of running the script using 'python 1.py'. The output is:

```
/usr/local/bin/python3 "/Users/syedsufiyan/python /1.py"
syedsufiyan@Syeds-MacBook-Air-3 python % /usr/local/bin/python3 "/Users/syedsufiyan/python /1.py"
Sum of odd numbers: 9
Sum of even numbers: 12
syedsufiyan@Syeds-MacBook-Air-3 python %
```

On the right side of the interface, there is a 'CHAT' panel with a 'Build with Agent' section. It contains the text: 'AI responses may be inaccurate. Generate Agent Instructions to onboard AI onto your codebase.'

**OBSERVATION:**

The original code works correctly but is written as a single block, making it harder to reuse and test. The refactored (AI-improved) code separates logic into a function, improving:

- Readability
- Reusability
- Maintainability

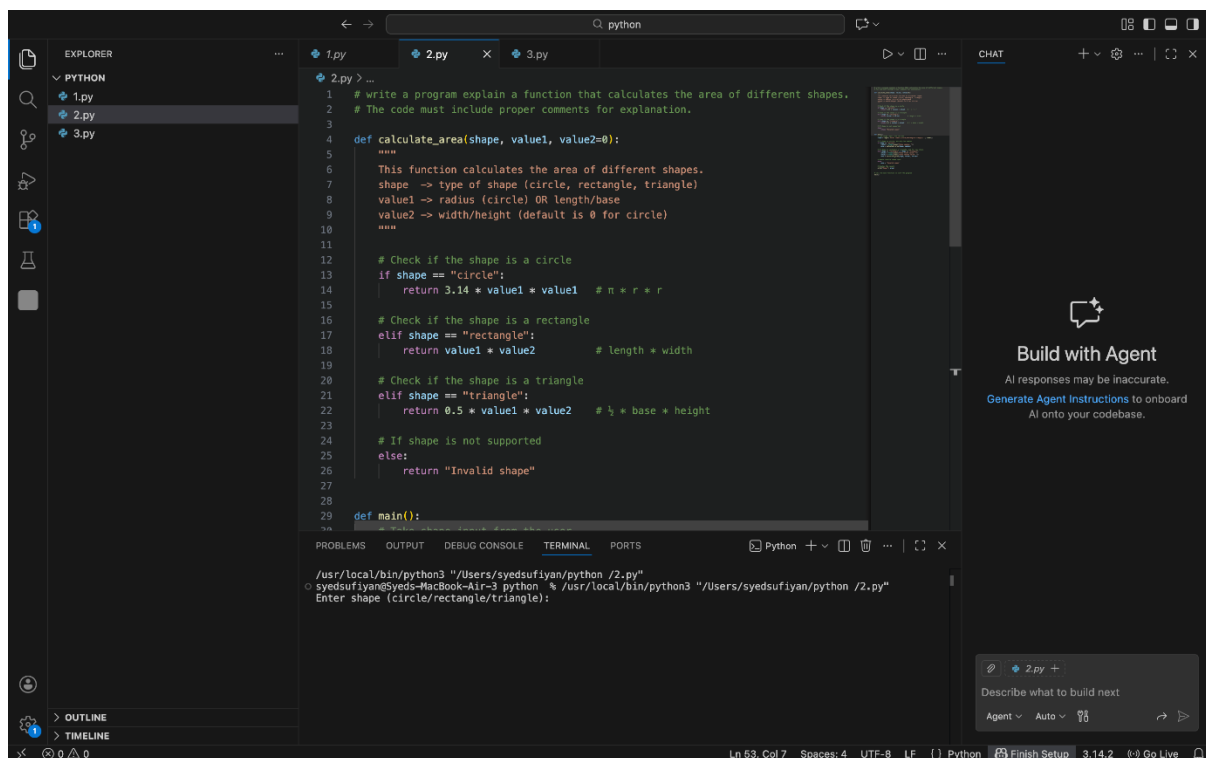
Using a function allows the same logic to be reused with different lists without rewriting code.

## TASK:2

### PROMPT:

**WRITE A PROGRAM EXPLAIN A FUNCTION THAT CALCULATES THE AREA OF DIFFERENT SHAPES. THE CODE MUST INCLUDE PROPER COMMENTS FOR EXPLANATION.**

### CODE:



```
1 # write a program explain a function that calculates the area of different shapes.
2 # The code must include proper comments for explanation.
3
4 def calculate_area(shape, value1, value2=0):
5     """
6     This function calculates the area of different shapes.
7     shape -> type of shape (circle, rectangle, triangle)
8     value1 -> radius (circle) OR length/base
9     value2 -> width/height (default is 0 for circle)
10    """
11
12    # Check if the shape is a circle
13    if shape == "circle":
14        return 3.14 * value1 * value1 # pi * r * r
15
16    # Check if the shape is a rectangle
17    elif shape == "rectangle":
18        return value1 * value2 # length * width
19
20    # Check if the shape is a triangle
21    elif shape == "triangle":
22        return 0.5 * value1 * value2 # 1/2 * base * height
23
24    # If shape is not supported
25    else:
26        return "Invalid shape"
27
28
29 def main():
30     """
31     Main function to run the program.
32     """
33     shape = input("Enter shape (circle/rectangle/triangle): ")
34     if shape == "circle":
35         radius = float(input("Enter radius: "))
36         area = calculate_area(shape, radius)
37     elif shape == "rectangle":
38         length = float(input("Enter length: "))
39         width = float(input("Enter width: "))
40         area = calculate_area(shape, length, width)
41     elif shape == "triangle":
42         base = float(input("Enter base: "))
43         height = float(input("Enter height: "))
44         area = calculate_area(shape, base, height)
45     else:
46         print("Invalid shape")
47     print(f"Area of {shape} is: {area}")
48
49 if __name__ == "__main__":
50     main()
```

### **OBSERVATION:**

This program uses one function to calculate the area of multiple shapes, which avoids code duplication.

The shape parameter decides which formula to apply.

The function uses conditional statements (if /elif) to select the correct formula.

It improves code clarity, making onboarding easier and faster.

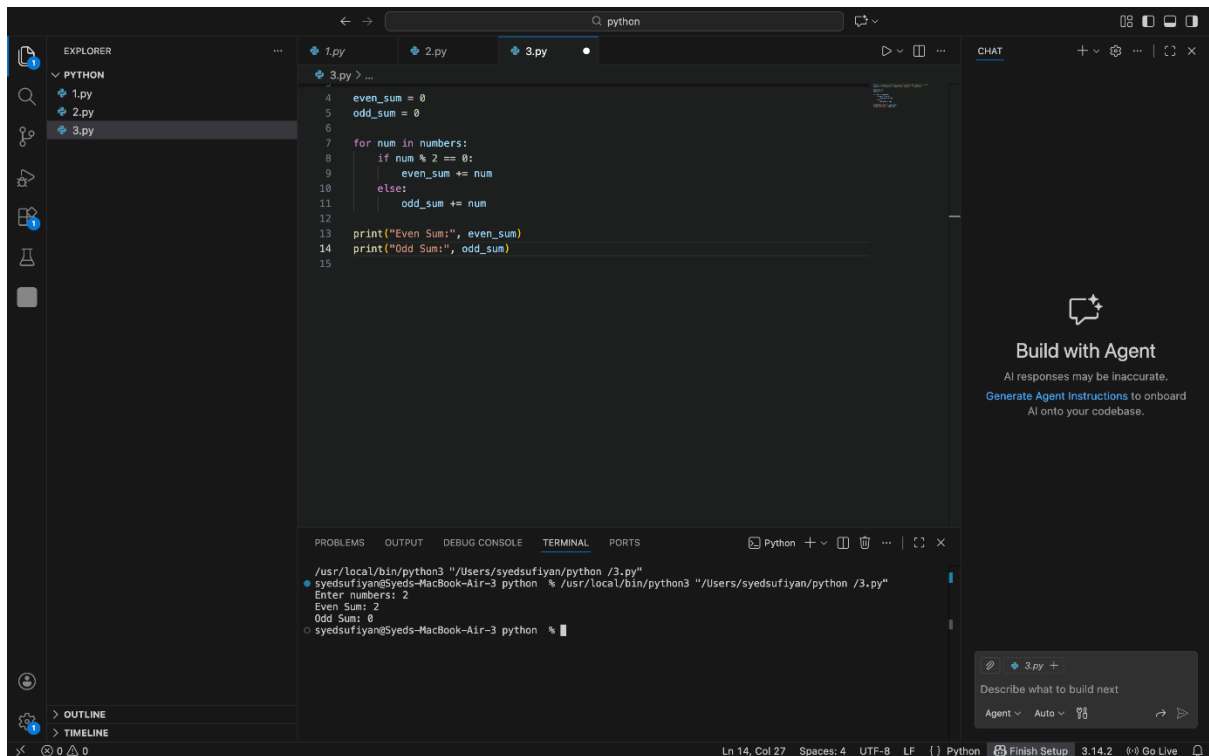
### **TASK:3**

#### **PROMPT:**

**EXPLAIN A FUNCTION THAT CALCULATES THE AREA OF  
DIFFERENT SHAPES (CURSER USED)**

**SHAPES. WRITE A PROGRAM TO FIND THE SUM OF EVEN AND  
ODD NUMBERS IN A LIST**

#### **CODE:**



## OBSERVATION:

The program demonstrates how one function can handle multiple use cases. Comments clearly explain:

What the function does

Why each condition exists

What each parameter represents

Using comments makes the code junior-developer friendly, which is ideal for onboarding.

The main () function separates user interaction from business logic, improving structure.

This style is considered clean, readable, and professional in real-world projects

## TASK:4

### PROMPT:

**BASED ON PRACTICAL USAGE AND EXPERIMENTATION, COMPARE GEMINI, GITHUB COPILOT, AND CURSOR AI IN TERMS OF USABILITY AND CODE QUALITY. OBSERVATION:**

**GEMINI** Is best suited for explanations and learning support. It produces readable, beginner-friendly code and clear step-by-step reasoning, making it ideal for onboarding juniors and understanding concepts.

**GitHubT Copilo** excels in real-time coding assistance inside IDEs. It is fast, context aware, and highly productive for experienced developers, but its code may lack explanations.

**Cursor AI** stands out for **prompt sensitivity and refactoring quality**. It responds strongly to detailed prompts, generating cleaner, more structured, and optimized code, making it suitable for improving legacy codebases.

**usability**, Copilot integrates seamlessly into workflows, Gemini is conversational and educational, and Cursor AI offers powerful prompt-driven refactoring.

**code quality**, Cursor AI and Copilot generally produce more professional, production ready code, while Gemini focuses on clarity over optimization

