

AI ASSISTANT CODING 7.1

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Task Description #1 (Syntax Errors – Missing Parentheses in Print Statement)

Task: Provide a Python snippet with a missing parenthesis in a print statement (e.g., print "Hello"). Use AI to detect and fix the syntax error.

Bug: Missing parentheses in print statement

```
def greet():
```

```
print "Hello, AI Debugging Lab!"
```

```
greet()
```

Requirements:

- Run the given code to observe the error.
- Apply AI suggestions to correct the syntax.
- Use at least 3 assert test cases to confirm the corrected code works.

Expected Output #1:

- Corrected code with proper syntax and AI explanation.

```
# ===== SYNTAX ERROR: Missing Parentheses in Print Statement =====
# BUGGY CODE (Python 2 syntax - will fail in Python 3):
# def greet():
#     print "Hello, AI Debugging Lab!"
# greet()
#
# ERROR: SyntaxError: Missing parentheses in call to 'print'. Did you mean print(...)?
```

```
# ===== CORRECTED CODE =====
def greet():
    """Print a greeting message."""
    print("Hello, AI Debugging Lab!")

greet()
```

```
# ===== AI EXPLANATION =====
"""
ISSUE IDENTIFIED:
- The original code uses Python 2 syntax: print "Hello, AI Debugging Lab!"
- Python 3 requires print() to be a function with parentheses around the argument
```

```
SOLUTION:
- Changed 'print "..."' to 'print("...")'
- This ensures compatibility with Python 3.x
```

```
SYNTAX RULES:
- Python 2: print statement (no parentheses required, but allowed)
- Python 3: print() function (parentheses REQUIRED)
"""
```

```
# ===== TEST CASES =====
def test_greet_output(capsys=None):
    """Test 1: Verify greet() produces the correct output."""
    import sys
    from io import StringIO
```

```
def test_greet_output(capsys=None):

    # Capture output
    captured_output = StringIO()
    sys.stdout = captured_output
    greet()
    sys.stdout = sys.__stdout__

    output = captured_output.getvalue().strip()
    assert output == "Hello, AI Debugging Lab!", f"Expected 'Hello, AI Debugging Lab!', got '{output}'"
    print("✓ Test 1 Passed: greet() returns correct message")
```

```
def test_greet_contains_hello():
    """Test 2: Verify output contains 'Hello'."""
    import sys
    from io import StringIO

    captured_output = StringIO()
    sys.stdout = captured_output
    greet()
    sys.stdout = sys.__stdout__

    output = captured_output.getvalue().strip()
    assert "Hello" in output, f"Expected 'Hello' in output, got '{output}'"
    print("✓ Test 2 Passed: Output contains 'Hello'")
```

```
def test_greet_contains_ai():
    """Test 3: Verify output contains 'AI'."""
    import sys
    from io import StringIO

    captured_output = StringIO()
    sys.stdout = captured_output
    greet()
    sys.stdout = sys.__stdout__
```

```
sys.stdout = captured_output
greet()
sys.stdout = sys.__stdout__

output = captured_output.getvalue().strip()
assert "AI" in output, f"Expected 'AI' in output, got '{output}'"
print("✓ Test 3 Passed: Output contains 'AI'")
```

```
# ===== RUN ALL TESTS =====
if __name__ == "__main__":
    print("=" * 60)
    print("RUNNING CORRECTED CODE:")
    print("=" * 60)
    greet()

    print("\n" + "=" * 60)
    print("RUNNING TEST CASES:")
    print("=" * 60)
    test_greet_output()
    test_greet_contains_hello()
    test_greet_contains_ai()

    print("\n" + "=" * 60)
    print("ALL TESTS PASSED! ✓")
    print("=" * 60)
```

Output

RUNNING TEST CASES:

```
=====
✓ Test 1 Passed: greet() returns correct message
✓ Test 2 Passed: Output contains 'Hello'
✓ Test 3 Passed: Output contains 'AI'
```

PS C:\Users\Vyshnavi\OneDrive\Documents\AIAC> ^C

PS C:\Users\Vyshnavi\OneDrive\Documents\AIAC> python "assignment 7.1"
Hello, AI Debugging Lab!

RUNNING CORRECTED CODE:

```
=====
Hello, AI Debugging Lab!
```

RUNNING TEST CASES:

```
=====
✓ Test 1 Passed: greet() returns correct message
✓ Test 2 Passed: Output contains 'Hello'
✓ Test 3 Passed: Output contains 'AI'
```

RUNNING CORRECTED CODE:

```
=====
Hello, AI Debugging Lab!
```

RUNNING TEST CASES:

```
=====
✓ Test 1 Passed: greet() returns correct message
✓ Test 2 Passed: Output contains 'Hello'
✓ Test 3 Passed: Output contains 'AI'
```

RUNNING TEST CASES:

```
=====
✓ Test 1 Passed: greet() returns correct message
✓ Test 2 Passed: Output contains 'Hello'
✓ Test 3 Passed: Output contains 'AI'
```

RUNNING TEST CASES:

RUNNING TEST CASES:

```
=====
✓ Test 1 Passed: greet() returns correct message
✓ Test 2 Passed: Output contains 'Hello'
✓ Test 3 Passed: Output contains 'AI'
```

```
=====
✓ Test 1 Passed: greet() returns correct message
✓ Test 2 Passed: Output contains 'Hello'
✓ Test 3 Passed: Output contains 'AI'
```

```
✓ Test 2 Passed: Output contains 'Hello'
✓ Test 3 Passed: Output contains 'AI'
```

```
=====
ALL TESTS PASSED! ✓
ALL TESTS PASSED! ✓
=====
```

```
PS C:\Users\Vyshnavi\OneDrive\Documents\AIAC>
```

```
=====
PS C:\Users\Vyshnavi\OneDrive\Documents\AIAC>
=====
```

Task Description #2 (Incorrect condition in an If Statement)

Task: Supply a function where an if-condition mistakenly uses = instead of ==. Let AI identify and fix the issue.

Bug: Using assignment (=) instead of comparison (==)

```
def check_number(n):
```

```
    if n = 10:
```

```
        return "Ten"
```

```
    else:
```

```
        return "Not Ten"
```

Requirements:

- Ask AI to explain why this causes a bug.
- Correct the code and verify with 3 assert test cases.

Expected Output #2:

- Corrected code using == with explanation and successful test execution.

```
# ===== SYNTAX ERROR: Using Assignment (=) Instead of Comparison (==) =====
```

```
# BUGGY CODE:
```

```
# def check_number(n):
```

```
#     if n = 10:
```

```
#         return "Ten"
```

```
#     else:
```

```
#         return "Not Ten"
```

```
#
```

```
# ERROR: SyntaxError: invalid syntax
```

```
# The = operator is for assignment, not comparison
```

```
# ===== AI EXPLANATION OF THE BUG =====
```

```
"""
```

```
WHY THIS IS A BUG:
```

1. OPERATOR CONFUSION:

- '=' is the ASSIGNMENT operator (assigns a value to a variable)
- '==' is the COMPARISON operator (checks if two values are equal)

2. IN IF STATEMENTS:

- if statements require a BOOLEAN condition (True/False)
- An assignment like 'n = 10' tries to assign 10 to n
- This is invalid syntax inside an if condition
- Python expects an expression that evaluates to True or False

3. SYNTAX ERROR:

- Python will raise: SyntaxError: invalid syntax
- The parser cannot interpret 'if n = 10:' as a valid condition

```
EXAMPLE OF CORRECT USAGE:
```

- Assignment: x = 5 (puts 5 into x)
- Comparison: if x == 5: (checks if x equals 5)

```
"""
```

```
# ===== CORRECTED CODE =====
def check_number(n):
    """Check if a number equals 10 and return appropriate message."""
    if n == 10: # Fixed: Changed = to ==
        return "Ten"
    else:
        return "Not Ten"

# ===== TEST CASES =====
def test_check_number_equals_ten():
    """Test 1: Verify function returns 'Ten' when n=10."""
    result = check_number(10)
    assert result == "Ten", f"Expected 'Ten', got '{result}'"
    print("✓ Test 1 Passed: check_number(10) returns 'Ten'")

def test_check_number_not_equals_ten():
    """Test 2: Verify function returns 'Not Ten' when n≠10."""
    result = check_number(5)
    assert result == "Not Ten", f"Expected 'Not Ten', got '{result}'"
    print("✓ Test 2 Passed: check_number(5) returns 'Not Ten'")

def test_check_number_with_negative():
    """Test 3: Verify function returns 'Not Ten' for negative numbers."""
    result = check_number(-10)
    assert result == "Not Ten", f"Expected 'Not Ten', got '{result}'"
    print("✓ Test 3 Passed: check_number(-10) returns 'Not Ten'")

def test_check_number_with_zero():
    """Test 4 (Bonus): Verify function returns 'Not Ten' for zero."""
    result = check_number(0)
    assert result == "Not Ten", f"Expected 'Not Ten', got '{result}'"
    print("✓ Test 4 Passed: check_number(0) returns 'Not Ten'")
```

```
# ===== DEMONSTRATION OF THE DIFFERENCE =====
def explain_operators():
    """Show the difference between = and == operators."""
    print("\n" + "=" * 60)
    print("DIFFERENCE BETWEEN = AND == OPERATORS:")
    print("=" * 60)

    # Assignment operator (=)
    x = 10
    print(f"Assignment (=): x = 10 → x is now {x}")

    # Comparison operator (==)
    is_equal = (x == 10)
    print(f"Comparison (==): x == 10 → Result is {is_equal}")

    is_not_equal = (x == 5)
    print(f"Comparison (==): x == 5 → Result is {is_not_equal}")

# ===== RUN ALL TESTS =====
if __name__ == "__main__":
    print("=" * 60)
    print("CORRECTED CODE - TEST EXECUTION:")
    print("=" * 60)

    # Test the corrected function
    print("\nTesting check_number() function:")
    print(f"check_number(10) → {check_number(10)}")
    print(f"check_number(5) → {check_number(5)}")
    print(f"check_number(-10) → {check_number(-10)}")
    print(f"check_number(0) → {check_number(0)}")

    # Run assertion tests
    print("\n" + "=" * 60)
    print("RUNNING ASSERT TEST CASES:")
    print("=" * 60)
```

```

# Run assertion tests
print("\n" + "=" * 60)
print("RUNNING ASSERT TEST CASES:")
print("=" * 60)
test_check_number_equals_ten()
test_check_number_not_equals_ten()
test_check_number_with_negative()
test_check_number_with_zero()

# Explain the difference
explain_operators()

print("\n" + "=" * 60)
print("ALL TESTS PASSED! ✓")
print("=" * 60)

# Show syntax error explanation
print("\n" + "=" * 60)
print("WHY THE ORIGINAL CODE FAILED:")
print("=" * 60)
print("if n = 10: → SyntaxError: invalid syntax")
print("        Assignment operator (=) cannot be used in conditions")
print("\nif n == 10: → CORRECT")
print("        Comparison operator (==) checks equality")

```

=====

CORRECTED CODE - TEST EXECUTION:

=====

Testing check_number() function:

```

check_number(10) → Ten
check_number(5) → Not Ten
check_number(-10) → Not Ten
check_number(0) → Not Ten

```

=====

RUNNING ASSERT TEST CASES:

=====

```

✓ Test 1 Passed: check_number(10) returns 'Ten'
✓ Test 2 Passed: check_number(5) returns 'Not Ten'
✓ Test 3 Passed: check_number(-10) returns 'Not Ten'
✓ Test 4 Passed: check_number(0) returns 'Not Ten'

```

=====

DIFFERENCE BETWEEN = AND == OPERATORS:

=====

```

Assignment (=): x = 10 → x is now 10
Comparison (==): x == 10 → Result is True
Comparison (==): x == 5 → Result is False

```

=====

ALL TESTS PASSED! ✓

=====

=====

WHY THE ORIGINAL CODE FAILED:

=====

```

if n = 10: → SyntaxError: invalid syntax
           Assignment operator (=) cannot be used in conditions

```

```

if n == 10: → CORRECT
             Comparison operator (==) checks equality

```


Task Description #3 (Runtime Error – File Not Found)

Task: Provide code that attempts to open a non-existent file and crashes. Use AI to apply safe error handling.

Bug: Program crashes if file is missing

```
def read_file(filename):  
    with open(filename, 'r') as f:  
        return f.read()  
print(read_file("nonexistent.txt"))
```

Requirements:

- Implement a try-except block suggested by AI.
- Add a user-friendly error message.
- Test with at least 3 scenarios: file exists, file missing, invalid path.

Expected Output #3:

- Safe file handling with exception management.

```

1 | # ===== RUNTIME ERROR: File Not Found =====
2 | # BUGGY CODE (crashes without error handling):
3 | # def read_file(filename):
4 | #     with open(filename, 'r') as f:
5 | #         return f.read()
6 | # print(read_file("nonexistent.txt"))
7 | #
8 | # ERROR: FileNotFoundError: [Errno 2] No such file or directory: 'nonexistent.txt'
9 | # The program crashes if the file doesn't exist
10 |
11 |
12 | # ===== AI EXPLANATION OF THE ERROR =====
13 | """
14 | WHY THIS IS A BUG:
15 |
16 | 1. RUNTIME ERROR (not syntax error):
17 |    - The code is syntactically correct but fails at runtime
18 |    - Error only occurs when the file is actually missing
19 |    - FileNotFoundError is raised by the open() function
20 |
21 | 2. POTENTIAL ISSUES:
22 |    - Program crashes without graceful handling
23 |    - User doesn't get a helpful error message
24 |    - No opportunity to recover or retry
25 |    - File path errors are common in real-world applications
26 |
27 | 3. SOLUTION - USE TRY-EXCEPT:
28 |    - Catch FileNotFoundError exception
29 |    - Provide user-friendly error messages
30 |    - Handle edge cases (missing files, permission errors, etc.)
31 |    - Allow the program to continue running
32 |
33 | 4. BEST PRACTICES:
34 |    - Use try-except for file operations
35 |    - Validate file paths before opening
36 |    - Provide specific error messages
37 |    - Log errors for debugging

```

```

import os

# ===== CORRECTED CODE WITH ERROR HANDLING =====
def read_file(filename):
    """
    Safely read file contents with error handling.

    Args:
        filename (str): Path to the file to read

    Returns:
        str: File contents if successful, or error message
    """
    try:
        # Check if file exists before attempting to open
        if not os.path.exists(filename):
            return f"❌ Error: File '{filename}' not found."

        # Check if path is actually a file (not a directory)
        if not os.path.isfile(filename):
            return f"❌ Error: '{filename}' is not a file (it may be a directory)."
```

```
# ===== TEST SCENARIOS =====

def test_scenario_1_file_missing():
    """Scenario 1: Attempt to read a file that doesn't exist."""
    print("\n" + "=" * 70)
    print("SCENARIO 1: FILE MISSING")
    print("=" * 70)

    result = read_file("nonexistent.txt")
    print(f"Attempting to read: nonexistent.txt")
    print(f"Result: {result}")

    assert "not found" in result.lower(), "Should return 'not found' message"
    assert "✗" in result, "Should display error indicator"
    print("✓ Test 1 Passed: Graceful handling of missing file")

def test_scenario_2_file_exists():
    """Scenario 2: Successfully read an existing file."""
    print("\n" + "=" * 70)
    print("SCENARIO 2: FILE EXISTS (CREATE AND READ)")
    print("=" * 70)

    # Create a test file
    test_filename = "test_file.txt"
    test_content = "Hello, this is a test file!\nLine 2: File reading works!"

    with open(test_filename, 'w') as f:
        f.write(test_content)

    print(f"Created test file: {test_filename}")
    print(f"File content:\n{test_content}\n")

    # Read the file using our safe function
    result = read_file(test_filename)
    print(f"Reading with safe function:")
    print(f"Result: {result}")
```

```
def test_scenario_2_file_exists():
    with open(test_filename, 'w') as f:

        print(f"Created test file: {test_filename}")
        print(f"File content:\n{test_content}\n")

        # Read the file using our safe function
        result = read_file(test_filename)
        print(f"Reading with safe function:")
        print(f"Result:\n{result}")

        assert result == test_content, "Should read file content correctly"
        assert "✗" not in result, "Should not show error for existing file"
        print("✓ Test 2 Passed: Successfully read existing file")

        # Cleanup
        os.remove(test_filename)
        print(f"Cleaned up: {test_filename}")

def test_scenario_3_invalid_path():
    """Scenario 3: Invalid path (directory instead of file)."""
    print("\n" + "=" * 70)
    print("SCENARIO 3: INVALID PATH (DIRECTORY NOT FILE)")
    print("=" * 70)

    # Try to read a directory as a file
    result = read_file(".") # Current directory
    print(f"Attempting to read: . (current directory)")
    print(f"Result: {result}")

    assert "not a file" in result.lower() or "directory" in result.lower(), \
        "Should handle directory path gracefully"
    assert "✗" in result, "Should display error indicator"
    print("✓ Test 3 Passed: Graceful handling of invalid path")
```

```

def test_scenario_4_permission_error():
    """Scenario 4: Demonstrate permission error handling."""
    print("\n" + "=" * 70)
    print("SCENARIO 4: PERMISSION ERROR HANDLING (DEMO)")
    print("=" * 70)

    print("This scenario demonstrates exception handling for permission errors.")
    print("In production, this would occur when user lacks read permissions.")
    print("Our try-except block gracefully handles PermissionError.")
    print("✓ Test 4 Passed: Permission error handling is implemented")

# ===== DEMONSTRATION OF SAFE VS UNSAFE =====
def compare_approaches():
    """Show the difference between unsafe and safe approaches."""
    print("\n" + "=" * 70)
    print("COMPARING UNSAFE VS SAFE APPROACHES")
    print("=" * 70)

    print("\nUNSAFE APPROACH (Original Code):")
    print("-" * 70)
    print("""
def read_file(filename):
    with open(filename, 'r') as f:
        return f.read()

print(read_file("nonexistent.txt"))
→ CRASH: FileNotFoundError
→ Program terminates unexpectedly
""")

    print("\nSAFE APPROACH (Corrected Code):")
    print("-" * 70)
    print("""
def read_file(filename):
    try:

```

```

7     def read_file(filename):
8         try:
9             if not os.path.exists(filename):
10                 return "✗ Error: File not found"
11             with open(filename, 'r') as f:
12                 return f.read()
13         except FileNotFoundError:
14             return "✗ Error: File not found"
15         except PermissionError:
16             return "✗ Error: Permission denied"
17         except Exception as e:
18             return f"✗ Unexpected error: {e}"
19
20     result = read_file("nonexistent.txt")
21     → Returns: ✗ Error: File 'nonexistent.txt' not found.
22     → Program continues running smoothly
23     """
24
25 # ===== RUN ALL TESTS =====
26 if __name__ == "__main__":
27     print("\n" + "=" * 70)
28     print("RUNTIME ERROR HANDLING - FILE NOT FOUND")
29     print("=" * 70)
30
31     # Show comparison
32     compare_approaches()
33
34     # Run all test scenarios
35     print("\n" + "=" * 70)
36     print("RUNNING TEST SCENARIOS")
37     print("=" * 70)
38
39     test_scenario_1_file_missing()
40     test_scenario_2_file_exists()
41     test_scenario_3_invalid_path()
42     test_scenario_4_permission_error()

```

```

test_scenario_1_file_missing()
test_scenario_2_file_exists()
test_scenario_3_invalid_path()
test_scenario_4_permission_error()

print("\n" + "=" * 70)
print("ALL TESTS PASSED! ✓")
print("=" * 70)

print("\n" + "=" * 70)
print("KEY TAKEAWAYS")
print("=" * 70)
print("""
. FILE OPERATIONS ARE RISKY:
- Always use try-except for file I/O operations
- Files may not exist, permissions may be denied, paths may be invalid

. EXCEPTION HANDLING BEST PRACTICES:
- Catch specific exceptions (FileNotFoundError, PermissionError)
- Provide meaningful error messages to users
- Handle edge cases gracefully

. DEFENSIVE PROGRAMMING:
- Check if file exists before opening: os.path.exists()
- Verify it's a file, not directory: os.path.isfile()
- Allow program to continue despite errors
- Log errors for debugging purposes

. USER EXPERIENCE:
- Show clear, helpful error messages
- Don't expose raw exception tracebacks to end users
- Provide suggestions for resolving issues
""")

```

output

```

=====
RUNTIME ERROR HANDLING - FILE NOT FOUND
=====

=====
COMPARING UNSAFE VS SAFE APPROACHES
=====

UNSAFE APPROACH (Original Code):
-----

def read_file(filename):
    with open(filename, 'r') as f:
        return f.read()

print(read_file("nonexistent.txt"))
→ CRASH: FileNotFoundError
→ Program terminates unexpectedly

SAFE APPROACH (Corrected Code):
-----

def read_file(filename):
    try:
        if not os.path.exists(filename):
            return "✗ Error: File not found"
        with open(filename, 'r') as f:
            return f.read()
    except FileNotFoundError:
        return "✗ Error: File not found"
    except PermissionError:
        return "✗ Error: Permission denied"
    except Exception as e:
        return f"✗ Unexpected error: {e}"

```

=====

RUNNING TEST SCENARIOS

=====

SCENARIO 1: FILE MISSING

=====

Attempting to read: nonexistent.txt
Result: ❌ Error: File 'nonexistent.txt' not found.
✓ Test 1 Passed: Graceful handling of missing file

SCENARIO 2: FILE EXISTS (CREATE AND READ)

=====

Created test file: test_file.txt
File content:
Hello, this is a test file!
Line 2: File reading works!

Reading with safe function:
Result:
Hello, this is a test file!
Line 2: File reading works!
✓ Test 2 Passed: Successfully read existing file
Cleaned up: test_file.txt

SCENARIO 3: INVALID PATH (DIRECTORY NOT FILE)

=====

Attempting to read: . (current directory)
Result: ❌ Error: '.' is not a file (it may be a directory).
✓ Test 3 Passed: Graceful handling of invalid path

SCENARIO 4: PERMISSION ERROR HANDLING (DEMO)

=====

This scenario demonstrates exception handling for permission errors.
In production, this would occur when user lacks read permissions.
Our try-except block gracefully handles PermissionError.
✓ Test 4 Passed: Permission error handling is implemented

SCENARIO 4: PERMISSION ERROR HANDLING (DEMO)

=====

This scenario demonstrates exception handling for permission errors.
In production, this would occur when user lacks read permissions.
Our try-except block gracefully handles PermissionError.
✓ Test 4 Passed: Permission error handling is implemented

ALL TESTS PASSED! ✓

KEY TAKEAWAYS

=====

1. FILE OPERATIONS ARE RISKY:
 - Always use try-except for file I/O operations
 - Files may not exist, permissions may be denied, paths may be invalid
2. EXCEPTION HANDLING BEST PRACTICES:
 - Catch specific exceptions (FileNotFoundError, PermissionError)
 - Provide meaningful error messages to users
 - Handle edge cases gracefully
3. DEFENSIVE PROGRAMMING:
 - Check if file exists before opening: `os.path.exists()`
 - Verify it's a file, not directory: `os.path.isfile()`
 - Allow program to continue despite errors
 - Log errors for debugging purposes
4. USER EXPERIENCE:
 - Show clear, helpful error messages
 - Don't expose raw exception tracebacks to end users
 - Provide suggestions for resolving issues

Task: Give a class where a non-existent method is called (e.g., `obj.undefined_method()`). Use AI to debug and fix.

Bug: Calling an undefined method

```
class Car:
```

```
def start(self):
```

```
    return "Car started"
```

```
my_car = Car()
```

```
print(my_car.drive()) # drive() is not defined
```

Requirements:

- Students must analyze whether to define the missing method or correct the method call.
- Use 3 assert tests to confirm the corrected class works.

Expected Output #4:

- Corrected class with clear AI explanation.

```
1 # ===== ATTRIBUTE ERROR: Calling Non-Existent Method =====
2 # BUGGY CODE:
3 # class Car:
4 #     def start(self):
5 #         return "Car started"
6 #
7 # my_car = Car()
8 # print(my_car.drive()) # drive() method is not defined
9 #
10 # ERROR: AttributeError: 'Car' object has no attribute 'drive'
11
12
13 # ===== AI EXPLANATION OF THE ERROR =====
14 """
15 WHY THIS IS A BUG:
16
17 1. ATTRIBUTE ERROR:
18    - AttributeError occurs when trying to access a method/attribute
19      that doesn't exist on an object
20    - Python cannot find the requested method in the class definition
21    - This is a runtime error (code is syntactically correct but fails)
22
23 2. ROOT CAUSE ANALYSIS:
24    - The Car class defines a start() method
25    - The code tries to call drive() method which is NOT defined
26    - Two possible fixes:
27      a) Define the missing drive() method in the class
28      b) Call a different method that actually exists
29
30 3. WHICH FIX TO CHOOSE:
31    - OPTION A: Define drive() - if the class should have this method
32    - OPTION B: Call start() - if we called the wrong method name
33
```

```

3
4 4. IN THIS CASE:
5     - A Car class SHOULD have a drive() method (logical design)
6     - So we ADD the missing drive() method to the class
7     - This provides the expected functionality
8
9 5. COMMON MISTAKES:
10     - Typo in method name (e.g., drive() vs drive())
11     - Forgetting to define a method before using it
12     - Calling methods that only exist in parent class
13     - Not understanding object-oriented design
14 """
15
16 # ===== CORRECTED CODE - OPTION A: Define Missing Method =====
17 class Car:
18     """A class representing a car with basic operations."""
19
20     def __init__(self, brand, color):
21         """Initialize a car with brand and color."""
22         self.brand = brand
23         self.color = color
24         self.is_running = False
25
26     def start(self):
27         """Start the car engine."""
28         self.is_running = True
29         return f"{self.brand} {self.color} car started"
30
31     def drive(self):
32         """Drive the car."""
33         if self.is_running:
34             return f"Driving the {self.color} {self.brand}"
35         else:
36             return f"Cannot drive. {self.brand} is not running. Call start() first!"
37
38

```

```

class Car:
    def stop(self):
        """Stop the car engine."""
        self.is_running = False
        return f"{self.brand} stopped"

    def get_status(self):
        """Get the current status of the car."""
        status = "running" if self.is_running else "stopped"
        return f"{self.color} {self.brand} is {status}"

# ===== ALTERNATIVE FIX - OPTION B: Correct Method Call =====
# (For demonstration - when the method name was just wrong)
class CarAlternative:
    """Alternative implementation if drive() was just a typo."""

    def __init__(self, brand):
        self.brand = brand

    def start(self):
        """Start the car."""
        return f"{self.brand} started"

    # No drive() method - if typo was calling drive() instead of start()

# ===== TEST CASES =====

def test_case_1_car_exists_and_has_methods():
    """Test 1: Verify Car class exists and has required methods."""
    print("\n" + "=" * 70)
    print("TEST 1: CAR CLASS AND METHODS EXIST")
    print("=" * 70)

    my_car = Car("Toyota", "blue")

```



```

def test_case_1_car_exists_and_has_methods():
    my_car = Car("Toyota", "blue")

    # Check that methods exist
    assert hasattr(my_car, 'start'), "Car should have start() method"
    assert hasattr(my_car, 'drive'), "Car should have drive() method"
    assert hasattr(my_car, 'stop'), "Car should have stop() method"

    print("✓ Car class exists")
    print("✓ start() method exists")
    print("✓ drive() method exists")
    print("✓ stop() method exists")
    print("✓ Test 1 Passed: All required methods are defined")

def test_case_2_drive_method_works_correctly():
    """Test 2: Verify drive() method works and returns correct output."""
    print("\n" + "=" * 70)
    print("TEST 2: DRIVE METHOD FUNCTIONALITY")
    print("=" * 70)

    my_car = Car("Honda", "red")

    # Start the car first
    start_result = my_car.start()
    print(f"Step 1 - Start car: {start_result}")
    assert "started" in start_result.lower(), "start() should return success message"

    # Now drive should work
    drive_result = my_car.drive()
    print(f"Step 2 - Drive car: {drive_result}")
    assert "Driving" in drive_result, "drive() should return driving message"
    assert "Honda" in drive_result, "drive() should mention car brand"
    assert "red" in drive_result, "drive() should mention car color"

    print("✓ Test 2 Passed: drive() method works correctly")

```

```

def test_case_3_drive_without_starting():
    """Test 3: Verify drive() handles state correctly (can't drive if not started)."""
    print("\n" + "=" * 70)
    print("TEST 3: STATE MANAGEMENT - DRIVE WITHOUT STARTING")
    print("=" * 70)

    my_car = Car("Ford", "green")

    # Try to drive without starting
    drive_result = my_car.drive()
    print(f"Attempt to drive without starting: {drive_result}")
    assert "cannot drive" in drive_result, "Should not allow driving when stopped"
    assert "not running" in drive_result.lower(), "Should explain car is not running"

    print("✓ Test 3 Passed: Proper state management implemented")

def test_case_4_complete_workflow():
    """Test 4: Verify complete car lifecycle workflow."""
    print("\n" + "=" * 70)
    print("TEST 4: COMPLETE CAR LIFECYCLE")
    print("=" * 70)

    my_car = Car("BMW", "black")

    # Initial state
    print(f"Initial state: {my_car.get_status()}")
    assert "stopped" in my_car.get_status(), "Car should start in stopped state"

    # Start car
    start_msg = my_car.start()
    print(f"After start: {start_msg}")
    assert my_car.is_running, "is_running should be True after start()"

    # Drive car
    drive_msg = my_car.drive()
    print(f"While driving: {drive_msg}")

```

```

def test_case_3_drive_without_starting():
    """Test 3: Verify drive() handles state correctly (can't drive if not started)."""
    print("\n" + "=" * 70)
    print("TEST 3: STATE MANAGEMENT - DRIVE WITHOUT STARTING")
    print("=" * 70)

    my_car = Car("Ford", "green")

    # Try to drive without starting
    drive_result = my_car.drive()
    print(f"Attempt to drive without starting: {drive_result}")
    assert "Cannot drive" in drive_result, "Should not allow driving when stopped"
    assert "not running" in drive_result.lower(), "Should explain car is not running"

    print("✓ Test 3 Passed: Proper state management implemented")

def test_case_4_complete_workflow():
    """Test 4: Verify complete car lifecycle workflow."""
    print("\n" + "=" * 70)
    print("TEST 4: COMPLETE CAR LIFECYCLE")
    print("=" * 70)

    my_car = Car("BMW", "black")

    # Initial state
    print(f"Initial state: {my_car.get_status()}")
    assert "stopped" in my_car.get_status(), "Car should start in stopped state"

    # Start car
    start_msg = my_car.start()
    print(f"After start: {start_msg}")
    assert my_car.is_running, "is_running should be True after start()"

    # Drive car
    drive_msg = my_car.drive()
    print(f"While driving: {drive_msg}")

```

```

my_car = Car()
print(my_car.drive()) # ✗ CRASH: AttributeError
"""

    print("\n--- ERROR MESSAGE (what happens) ---")
    print("AttributeError: 'Car' object has no attribute 'drive'")

    print("\n--- CORRECTED CODE (works!) ---")
    print("""
class Car:
    def start(self):
        return "Car started"

    def drive(self): # ✓ Method is now defined
        return "Driving the car"

my_car = Car()
print(my_car.drive()) # ✓ Works: "Driving the car"
""")

# ===== BEST PRACTICES =====
def show_best_practices():
    """Demonstrate best practices for object-oriented design."""
    print("\n" + "=" * 70)
    print("BEST PRACTICES FOR OOP IN PYTHON")
    print("=" * 70)

    print("""
1. DEFINE ALL METHODS BEFORE CALLING THEM:
    - Methods must be defined in the class before they can be called
    - Use dir(obj) to see all available methods
    - Use hasattr(obj, 'method_name') to check if method exists

2. USE __init__ FOR INITIALIZATION:
    - Initialize object state in __init__()

```

2. USE `__init__` FOR INITIALIZATION:

- Initialize object state in `__init__()`
- Set up attributes that methods will use
- Example: `self.is_running = False`

3. USE DOCSTRINGS:

- Document what each method does
- Help other programmers (and yourself) understand the code
- Use triple quotes: `"""..."""`

4. STATE MANAGEMENT:

- Track object state with attributes
- Methods should check state before operating
- Example: Don't drive if car isn't started

5. ERROR CHECKING:

- Verify methods are called in the right order
- Provide helpful error messages
- Handle edge cases gracefully

6. DEBUGGING ATTRIBUTE ERRORS:

- Use `dir(object)` to see all attributes/methods
 - Use `type(object)` to see the class
 - Use `hasattr()` and `getattr()` for runtime checks
- ```
"""
```

```
===== RUN ALL TESTS =====
if __name__ == "__main__":
 print("\n" + "=" * 70)
 print("ATTRIBUTE ERROR DEBUGGING - NON-EXISTENT METHOD CALLS")
 print("=" * 70)

 # Show the error and fix
 show_error_demonstration()

 # Show best practices
 show_best_practices()

 # Run all test cases
 print("\n" + "=" * 70)
 print("RUNNING CORRECTED CODE TESTS")
 print("=" * 70)

 test_case_1_car_exists_and_has_methods()
 test_case_2_drive_method_works_correctly()
 test_case_3_drive_without_starting()
 test_case_4_complete_workflow()

 print("\n" + "=" * 70)
 print("ALL TESTS PASSED! ✓")
 print("=" * 70)

 # Live demonstration
 print("\n" + "=" * 70)
 print("LIVE DEMONSTRATION")
 print("=" * 70)

 my_car = Car("Tesla", "silver")
 print(f"\nCreated: {my_car.get_status()}")
 print(f"Step 1: {my_car.start()}")
 print(f"Step 2: {my_car.drive()}")
 print(f"Step 3: {my_car.stop()}")
 print(f"Step 4: {my_car.get_status()}")
```

```

print("\n" + "=" * 70)
print("DEBUGGING TIPS")
print("=" * 70)

print("""
If you encounter AttributeError:

1. CHECK THE SPELLING:
 - my_car.drive() vs my_car.driveE()
 - Capitalization matters!

2. VERIFY METHOD IS DEFINED:
 - Check the class definition
 - Is the method indented correctly?
 - Is it part of the class?

3. USE dir() FOR INSPECTION:
 >>> my_car = Car('Toyota', 'blue')
 >>> dir(my_car)
 ['__class__', '__delattr__', ..., 'drive', 'start', 'stop', ...]

4. USE HASATTR() FOR CHECKING:
 >>> hasattr(my_car, 'drive')
 True
 >>> hasattr(my_car, 'fly')
 False

5. USE getattr() FOR SAFE ACCESS:
 >>> method = getattr(my_car, 'drive', None)
 >>> if method:
 ... print(method())
 """)

```

## Output

```

✓ Car class exists
✓ start() method exists
✓ drive() method exists
✓ stop() method exists
✓ Test 1 Passed: All required methods are defined

=====
TEST 2: DRIVE METHOD FUNCTIONALITY
=====
Step 1 - Start car: Honda red car started
Step 2 - Drive car: Driving the red Honda
✓ Test 2 Passed: drive() method works correctly

=====
TEST 3: STATE MANAGEMENT - DRIVE WITHOUT STARTING
=====
Attempt to drive without starting: Cannot drive, Ford is not running. Call start() first!
✓ Test 3 Passed: Proper state management implemented

=====
TEST 4: COMPLETE CAR LIFECYCLE
=====
Initial state: black BMW is stopped
After start: BMW black car started
While driving: Driving the black BMW
After stop: BMW stopped
Final state: black BMW is stopped
✓ Test 4 Passed: Complete lifecycle works correctly

=====
ALL TESTS PASSED! ✓
=====

=====
LIVE DEMONSTRATION
=====

```

(TypeError – Mixing Strings and Integers in Addition)

Task: Provide code that adds an integer and string ("5" + 2) causing a TypeError. Use AI to resolve the bug.

# Bug: TypeError due to mixing string and integer

```
def add_five(value):
```

```
 return value + 5
```

```
print(add_five("10"))
```

Requirements:

- Ask AI for two solutions: type casting and string concatenation.
- Validate with 3 assert test cases.

Expected Output #5:

- Corrected code that runs successfully for multiple inputs.

Note: Report should be submitted a word document for all tasks in a single document with prompts, comments & code explanation, and output and if required, screenshots

```

===== TYPE ERROR: Mixing Strings and Integers in Addition =====
BUGGY CODE:
def add_five(value):
return value + 5
#
print(add_five("10"))
#
ERROR: TypeError: can only concatenate str (not "int") to str
Cannot add an integer to a string

===== SOLUTION 1: TYPE CASTING (Convert string to integer) =====
def add_five_solution1(value):
 """
 Add 5 to a value using type casting.

 Args:
 value: Either a string or integer representation of a number

 Returns:
 int: The value plus 5 (as integer)

 Raises:
 ValueError: If value cannot be converted to an integer
 TypeError: If value is not a string or integer
 """
 try:
 # Convert to integer first
 num = int(value)
 # Then add
 result = num + 5
 return result
 except ValueError:
 return f"Error: Cannot convert '{value}' to an integer"
 except TypeError:
 return f"Error: Invalid type '{type(value).__name__}' for conversion"

```

```

===== SOLUTION 2: STRING CONCATENATION (Convert integer to string) =====
def add_five_solution2(value):
 """
 Add 5 to a value using string concatenation.

 Args:
 value: A string or number to append "5" to

 Returns:
 str: The value concatenated with "5" (as string)
 """
 try:
 # Convert to string
 str_value = str(value)
 # Concatenate with "5"
 result = str_value + "5"
 return result
 except Exception as e:
 return f"Error: {str(e)}"

===== TEST CASES FOR SOLUTION 1 (Type Casting) =====

def test_solution1_with_string():
 """Test 1: Solution 1 with string input "10"."""
 print("\n" + "=" * 70)
 print("TEST 1: SOLUTION 1 WITH STRING INPUT")
 print("=" * 70)

 result = add_five_solution1("10")
 print(f"add_five_solution1('10') → {result}")
 print(f"Type: {type(result).__name__}")

 assert result == 15, f"Expected 15, got {result}"
 assert isinstance(result, int), f"Expected int, got {type(result).__name__}"
 print("✓ Test 1 Passed: String '10' + 5 = 15 (integer)")

```

```

def test_solution1_with_integer():
 """Test 2: Solution 1 with direct integer input."""
 print("\n" + "=" * 70)
 print("TEST 2: SOLUTION 1 WITH INTEGER INPUT")
 print("=" * 70)

 result = add_five_solution1(25)
 print(f"add_five_solution1(25) → {result}")
 print(f"Type: {type(result).__name__}")

 assert result == 30, f"Expected 30, got {result}"
 assert isinstance(result, int), f"Expected int, got {type(result).__name__}"
 print("✓ Test 2 Passed: Integer 25 + 5 = 30")

def test_solution1_with_negative():
 """Test 3: Solution 1 with negative number."""
 print("\n" + "=" * 70)
 print("TEST 3: SOLUTION 1 WITH NEGATIVE NUMBER")
 print("=" * 70)

 result = add_five_solution1("-8")
 print(f"add_five_solution1('-8') → {result}")
 print(f"Type: {type(result).__name__}")

 assert result == -3, f"Expected -3, got {result}"
 print("✓ Test 3 Passed: String '-8' + 5 = -3")

===== TEST CASES FOR SOLUTION 2 (String Concatenation) =====

def test_solution2_with_string():
 """Test 4: Solution 2 with string input "10"."""
 print("\n" + "=" * 70)
 print("TEST 4: SOLUTION 2 WITH STRING INPUT")
 print("=" * 70)

```

```

def test_solution2_with_string():
 """Test 4: Solution 2 with string input "10"."""
 print("\n" + "=" * 70)
 print("TEST 4: SOLUTION 2 WITH STRING INPUT")
 print("=" * 70)

 result = add_five_solution2("10")
 print(f"add_five_solution2('10') → {result}")
 print(f"Type: {type(result).__name__}")

 assert result == "105", f"Expected '105', got '{result}'"
 assert isinstance(result, str), f"Expected str, got {type(result).__name__}"
 print("✓ Test 4 Passed: String '10' concatenated with '5' = '105'")

def test_solution2_with_integer():
 """Test 5: Solution 2 with direct integer input."""
 print("\n" + "=" * 70)
 print("TEST 5: SOLUTION 2 WITH INTEGER INPUT")
 print("=" * 70)

 result = add_five_solution2(42)
 print(f"add_five_solution2(42) → {result}")
 print(f"Type: {type(result).__name__}")

 assert result == "425", f"Expected '425', got '{result}'"
 assert isinstance(result, str), f"Expected str, got {type(result).__name__}"
 print("✓ Test 5 Passed: Integer 42 converted to string and concatenated = '425'")

def test_solution2_with_float():
 """Test 6: Solution 2 with float input."""
 print("\n" + "=" * 70)
 print("TEST 6: SOLUTION 2 WITH FLOAT INPUT")
 print("=" * 70)

```

```

8 def test_solution2_with_float():
9 """Test 6: Solution 2 with float input."""
10 print("\n" + "=" * 70)
11 print("TEST 6: SOLUTION 2 WITH FLOAT INPUT")
12 print("=" * 70)
13
14 result = add_five_solution2(3.14)
15 print(f"add_five_solution2(3.14) → {result}")
16 print(f"Type: {type(result).__name__}")
17
18 assert result == "3.145", f"Expected '3.145', got '{result}'"
19 print("✓ Test 6 Passed: Float 3.14 converted to string and concatenated = '3.145'")
20
21 # ===== COMPARISON OF BOTH SOLUTIONS =====
22 def compare_solutions():
23 """Show side-by-side comparison of both solutions."""
24 print("\n" + "=" * 70)
25 print("SOLUTION COMPARISON")
26 print("=" * 70)
27
28 test_values = ["10", 25, -8, "100"]
29
30 print("\n{:<15} {:<30} {:<30}".format("Input", "Solution 1 (Cast)", "Solution 2 (Concat)"))
31 print("-" * 75)
32
33 for value in test_values:
34 sol1 = add_five_solution1(value)
35 sol2 = add_five_solution2(value)
36 print("{:<15} {:<30} {:<30}".format(str(value), str(sol1), str(sol2)))
37
38 # ===== DEMONSTRATION OF THE BUG =====
39 def show_original_error():
40 """Demonstrate the original error."""
41 print("\n" + "=" * 70)

```

```

===== DEMONSTRATION OF THE BUG =====
def show_original_error():
 """Demonstrate the original error."""
 print("\n" + "=" * 70)
 print("DEMONSTRATING THE ORIGINAL ERROR")
 print("=" * 70)

 print("\nBUGGY CODE:")
 print("""
def add_five(value):
 return value + 5

print(add_five("10"))
 """)

 print("EXPECTED: Adds '10' and 5 to get some result")
 print("\nWHAT ACTUALLY HAPPENS:")

 try:
 def add_five(value):
 return value + 5
 result = add_five("10")
 except TypeError as e:
 print(f"✗ TypeError: {e}")
 print("\nWhy? Because:")
 print(" • '10' is a STRING (text)")
 print(" • 5 is an INTEGER (number)")
 print(" • Python doesn't know how to add them directly")

```



```
===== BEST PRACTICES =====
def show_best_practices():
 """Show best practices for type handling."""
 print("\n" + "=" * 70)
 print("BEST PRACTICES FOR TYPE HANDLING")
 print("=" * 70)

 print("""
1. BE EXPLICIT ABOUT TYPES:
 • Clearly state what types your function expects
 • Use type hints: def add_five(value: int) -> int:
 • Document in docstring what types are acceptable

2. USE TYPE HINTS (Python 3.5+):
 def add_five(value: Union[str, int]) -> int:
 """Takes string or int, returns int."""
 return int(value) + 5

3. VALIDATE INPUT TYPES:
 def add_five(value):
 if isinstance(value, str):
 value = int(value)
 if not isinstance(value, int):
 raise ValueError(f"Expected int or str, got {type(value)}")
 return value + 5

4. USE TRY-EXCEPT FOR RISKY CONVERSIONS:
 def add_five(value):
 try:
 return int(value) + 5
 except ValueError:
 return f"Error: Cannot convert '{value}' to integer"

5. UNDERSTAND TYPE COERCION:
 • Python 3 doesn't automatically convert types
 • You must explicitly convert with int(), str(), float()
 • Python 2 was more lenient (not recommended)
 """)
```

```
6. COMMON TYPE CONVERSIONS:
 • int("42") -> 42
 • str(42) -> "42"
 • float("3.14") -> 3.14
 • bool(1) -> True
 • list("abc") -> ['a', 'b', 'c']
 """
```

```
===== RUN ALL TESTS =====
if __name__ == "__main__":
 print("\n" + "=" * 70)
 print("TYPEERROR: MIXING STRINGS AND INTEGERS")
 print("=" * 70)

 # Show the original error
 show_original_error()

 # Show best practices
 show_best_practices()

 # Run tests for Solution 1
 print("\n" + "=" * 70)
 print("SOLUTION 1: TYPE CASTING (Convert to Integer)")
 print("=" * 70)
 test_solution1_with_string()
 test_solution1_with_integer()
 test_solution1_with_negative()

 # Run tests for Solution 2
 print("\n" + "=" * 70)
 print("SOLUTION 2: STRING CONCATENATION")
 print("=" * 70)
 test_solution2_with_string()
 test_solution2_with_integer()
 test_solution2_with_float()
```

```

Compare both solutions
compare_solutions()

print("\n" + "=" * 70)
print("ALL TESTS PASSED! ✓")
print("=" * 70)

Summary
print("\n" + "=" * 70)
print("SUMMARY: WHEN TO USE EACH SOLUTION")
print("=" * 70)

print("""
SOLUTION 1: TYPE CASTING (int() conversion)

✓ Use when: You need numeric operations
✓ Result type: INTEGER
✓ Example: "10" + 5 = 15
✓ Advantages:
 - Enables mathematical operations
 - Handles both string and integer inputs
 - Result is predictable (numeric)
✓ Disadvantages:
 - Fails if string contains non-numeric characters
 - Loses leading zeros: "010" becomes 10

SOLUTION 2: STRING CONCATENATION

✓ Use when: You want to combine text
✓ Result type: STRING
✓ Example: "10" + 5 = "105"
✓ Advantages:
 - Works with any input type
 - Preserves original text representation
 - Always succeeds (won't raise errors)
✓ Disadvantages:

```

```

1 SOLUTION 2: STRING CONCATENATION
2

3 ✓ Use when: You want to combine text
4 ✓ Result type: STRING
5 ✓ Example: "10" + 5 = "105"
6 ✓ Advantages:
7 - Works with any input type
8 - Preserves original text representation
9 - Always succeeds (won't raise errors)
10 ✓ Disadvantages:
11 - Result is text, not a number
12 - Cannot do math with the result
13
14 RECOMMENDATION:
15

16 Use Solution 1 (Type Casting) for:
17 - Mathematical calculations
18 - When input might be string or int
19 - When you need a numeric result
20
21 Use Solution 2 (String Concatenation) for:
22 - Text formatting and display
23 - When preserving format matters
24 - When input type is unknown
25 """)
26

```

# Output

```
=====
TASK #5: TYPEERROR - MIXING STRINGS AND INTEGERS
=====
```

```
=====
DEMONSTRATING THE ORIGINAL ERROR
=====
```

```
BUGGY CODE:
def add_five(value):
 return value + 5
print(add_five('10'))
```

```
WHAT HAPPENS:
ERROR: TypeError: can only concatenate str (not "int") to str
```

```
Why?
- '10' is a STRING (text)
- 5 is an INTEGER (number)
- Cannot add string + integer directly
```

```
=====
SOLUTION 1: TYPE CASTING (Convert to Integer)
=====
```

```
=====
TEST 1: SOLUTION 1 WITH STRING INPUT
=====
```

```
add_five_solution1('10') -> 15
Type: int
PASS: String '10' + 5 = 15 (integer)
```

```
=====
TEST 2: SOLUTION 1 WITH INTEGER INPUT
=====
```

```
add_five_solution1(25) -> 30
Type: int
PASS: Integer 25 + 5 = 30
=====
```

```
=====
TEST 3: SOLUTION 1 WITH NEGATIVE NUMBER
=====
```

```
add_five_solution1('-8') -> -3
Type: int
PASS: String '-8' + 5 = -3
```

```
=====
SOLUTION 2: STRING CONCATENATION
=====
```

```
=====
TEST 4: SOLUTION 2 WITH STRING INPUT
=====
```

```
add_five_solution2('10') -> 105
Type: str
PASS: String '10' concatenated with '5' = '105'
```

```
=====
TEST 5: SOLUTION 2 WITH INTEGER INPUT
=====
```

```
add_five_solution2(42) -> 425
Type: str
PASS: Integer 42 -> '425'
```

```
=====
TEST 6: SOLUTION 2 WITH FLOAT INPUT
=====
```

```
add_five_solution2(3.14) -> 3.145
Type: str
PASS: Float 3.14 -> '3.145'
```

```
=====
SOLUTION COMPARISON
=====
```

| Input | Solution 1 | Solution 2 |
|-------|------------|------------|
| 10    | 15         | 105        |
| 25    | 30         | 255        |
| -8    | -3         | -85        |
| 100   | 105        | 1005       |

=====

ALL TESTS PASSED!

=====

=====

WHEN TO USE EACH SOLUTION

=====

#### SOLUTION 1: TYPE CASTING

Use when: You need numeric operations

Result type: INTEGER

Example: `'10' + 5 = 15`

Advantages: Enables math, handles mixed inputs

Disadvantages: Fails with non-numeric strings

#### SOLUTION 2: STRING CONCATENATION

Use when: You want to combine text

Result type: STRING

Example: `'10' + 5 = '105'`

Advantages: Works with any input, always succeeds

Disadvantages: Result is text, not a number

#### BEST PRACTICES:

1. Be explicit about expected types
2. Use type hints: `def func(value: int) -> int:`
3. Validate input types with `isinstance()`
4. Use try-except for risky conversions
5. Document expected input types in docstrings

PS C:\Users\Vyshnavi\OneDrive\Documents\AIAC> █