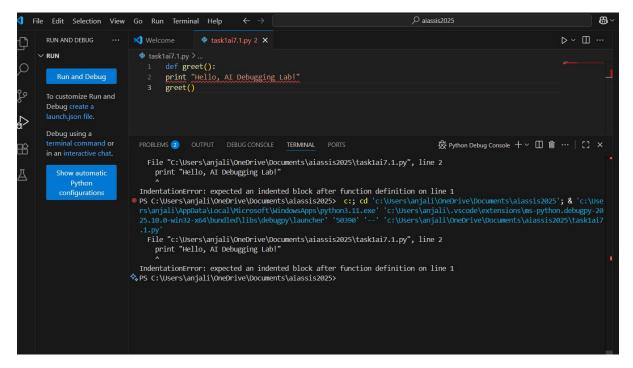
Assignment-7.1

2403A51276

Mohammed Ibrahim Hussain

TASK-1

Running given code:

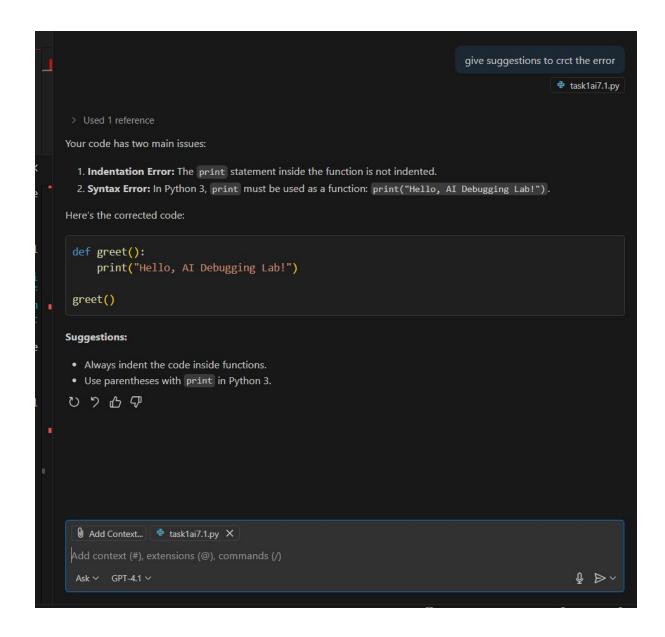


Errors:

- 1. **Indentation Error:** The print statement inside the function is not indented.
- 2. Syntax Error: In Python 3, print must be used as a function

AI suggestions:

- Always indent the code inside functions.
- Use parentheses with print in Python 3.



Corrected Syntax:

```
def greet():
```

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

greet()

```
task1ai7.1.py > ...
def greet():
print ("Hello, AI Debugging Lab!")
greet()
```

OUTPUT:

Hello, AI Debugging Lab!

Hello, AI Debugging Lab!

Explanation of code:

- The function greet() prints the message "Hello, AI Debugging Lab!".
- The function is called, so the message is displayed.

Assert cases:

```
def greet():

print ("Hello, AI Debugging Lab!")

greet()

assert "Hello" in "Hello, AI Debugging Lab!"

assert "Python" not in "Hello, AI Debugging Lab!"

assert len("Hello, AI Debugging Lab!") > 10

print("All tests passed ♥♥")
```

```
task1ai7.1.py X

task1ai7.1.py X

task1ai7.1.py X

tesk1ai7.1.py X

tesk1ai7.l.py X

tesk1
```

Output:

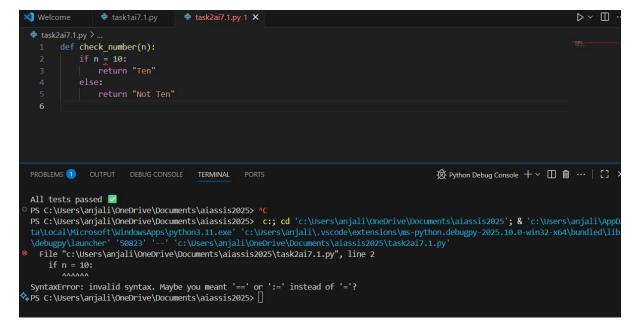
Hello, AI Debugging Lab!

```
\debugpy\launcher 506/6 -- c:\Users\anjall\Unevrive\vocuments
Hello, AI Debugging Lab!
All tests passed ☑
```

TASK-2

Logic Error – Incorrect Condition in an If Statement

Running given code:



Errors:

if n = 10:

^^^^

SyntaxError: invalid syntax. Maybe you meant '==' or ':=' instead of '='?

SyntaxError caused by using = instead of == in the if statement.

AI suggestions:

```
1. Use == for comparison:
```

Replace if n = 10: with if n == 10:. = is for assignment, == is for comparison.

Corrected syntax:

```
def check number(n):
```

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

return "Ten"

else:

return "Not Ten"

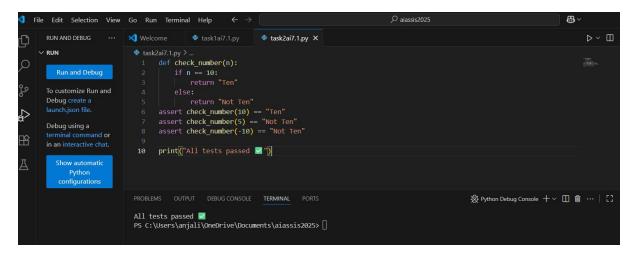
print(check number(10))



Output:

Ten

Assert cases:



AI explanation:

• Function Definition:

<u>def check number(n)</u>: defines a function that takes one argument \underline{n} .

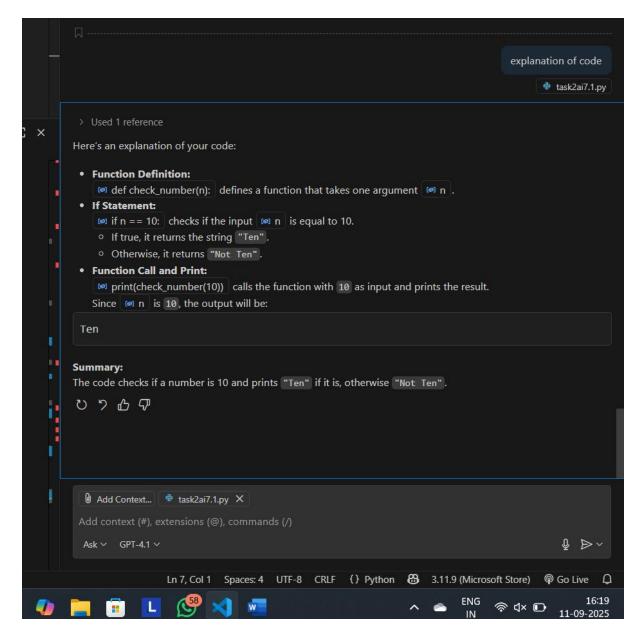
• If Statement:

if n == 10: checks if the input \underline{n} is equal to 10.

- o If true, it returns the string "Ten".
- o Otherwise, it returns "Not Ten".

• Function Call and Print:

print(check number(10)) calls the function with 10 as input and prints the result.



TASK-3:

File Handling:

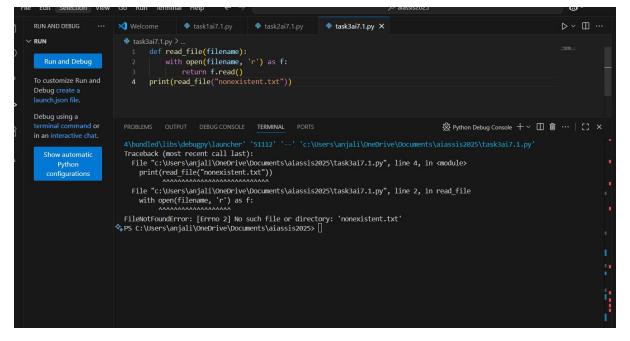
```
Running given code:

def read_file(filename):

with open(filename, 'r') as f:

return f.read()

print(read_file("nonexistent.txt"))
```



Errors:

- The function tries to open "nonexistent.txt" for reading.
- Since the file does **not exist**, Python raises a FileNotFoundError.
- There is **no try-except block** to handle this error.
- As a result, the program will crash and display an error message

Suggestions:

Add a try-except block for user-friendly error handling

```
Prompt used:

Implement a try-except block and Add a user-friendly error message on def read_file(filename):

with open(filename, 'r') as f:

return f.read()

print(read_file("nonexistent.txt"))

Code given by AI:

def read_file(filename):

try:

with open(filename, 'r') as f:

return f.read()

except FileNotFoundError:

return f"Error: The file '{filename}' was not found."

except Exception as e:
```

Execution:

```
task3ai7.1.py > ...

def read_file(filename):
    try:
    with open(filename, 'r') as f:
        return f.read()
    except FileNotFoundError:
        return f"Error: The file '{filename}' was not found."
    except Exception as e:
        return f"An error occurred: {e}"
    print(read_file("nonexistent.txt"))

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```

Output:

Error: The file 'nonexistent.txt' was not found.

Scenarios:

```
### A staking of the content of the
```

TASK-4:

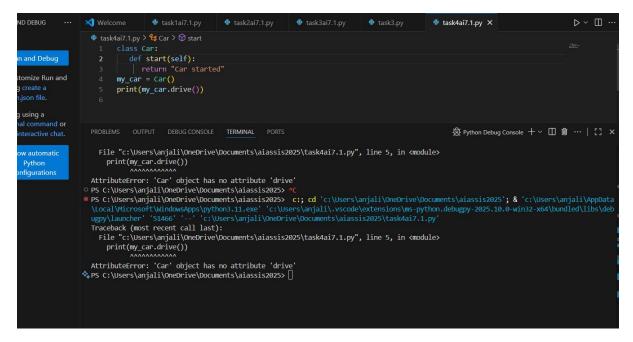
AttributeError - Calling a Non-Existent Method

Running given code:

```
class Car:
    def start(self):
        return "Car started"

my car = Car()
```

print(my_car.drive())



Error:

AttributeError because the <u>Car</u> class does **not** have a drive method. You are trying to call <u>my_car.drive</u>, but only <u>start</u> is defined

Analyzation:

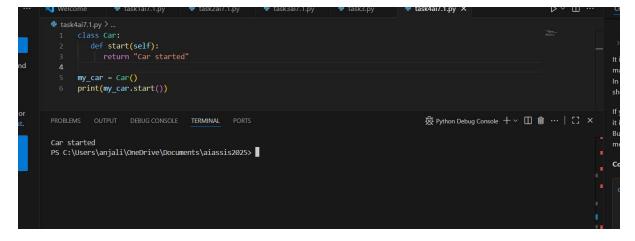
It is better to correct the method call to match the methods defined in your class.

Prompt used:

```
debug and fix.# Bug: Calling an undefined method
class Car:
def start(self):
return "Car started"
my_car = Car()
print(my_car.drive())

Corrected code:
        class Car:
    def start(self):
    return "Car started"

my_car = Car()
result =my_car.start()
print(result)
```



Output: Car started

Explanation:

This code defines a <u>Car</u> class with a <u>start</u> method that returns the string "Car started". An instance of <u>Car</u> is created and the <u>start</u> method is called, printing the result.

```
Assert tests:

class Car:

def start(self):

return "Car started"

my_car = Car()

result =my_car.start()

print(result)

assert isinstance(my_car, Car), "my_car should be an instance of Car"

assert hasattr(my_car, "start"), "Car should have a 'start' method"

assert result == "Car started", "The start method should return 'Car started'"

print("All tests passed.")
```

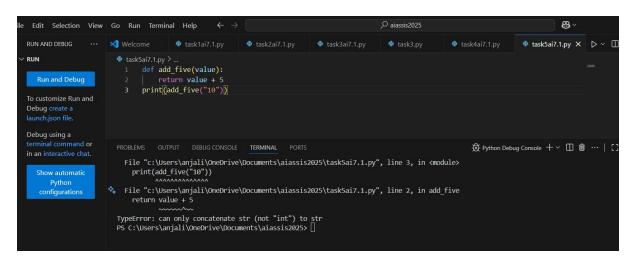
TASK-5

TypeError – Mixing Strings and Integers in Addition

Prompt used:

Resolve the given code and suggest the two correct codes using typecasting and string concatenation that takes multiple inputs in both cases.

```
def add_five(value):
return value + 5
print(add five("10"))
```



Error:

TypeError: Trying to add an integer (5) to a string ("10")

Correction of code:

1. Using typecasting (convert input to int and add 5):

```
| taskSai7.1.py | w taskSai7.p
```

2. Using string concatenation (append "5" to each input string):

```
## task1ai7.1.py  

* task2ai7.1.py  

* task3ai7.1.py  

* task3ai7.1.py  

* task4ai7.1.py  

* task4ai7.1.py  

* task4ai7.1.py  

* task5ai7.1.py  

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* task4ai7.1.py  

* task4ai7.1.py  

* task4ai7.1.py  

* task5ai7.1.py  

* task5ai7.
```

Assert Cases:

AI explanation:

- The function <u>add_five</u> takes one argument, <u>value</u>.
- Inside the function, <u>value</u> is converted from a string to an integer using <u>int(value)</u>.
- It then adds 5 to this integer and returns the result.
- print(add five("10")) calls the function with the string "10", so it becomes 10 + 5, which is 15.