SCHOOL OF COMPUTER SCIENCE AND ARTIFICIAL INTELLIGENCE			DEPARTME	DEPARTMENT OF COMPUTER SCIENCE ENGINEERING		
Program Name: B. Tech		Assignment Type: Lab		Academic Year:2025-2026		
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Course Code	24CS002PC215	Course Title	AI Assisted Cod	ing		
Year/Sem	II/I	Regulation	R24			
Date and Day of Assignment	Week5 - Monday	Time(s)				
Duration	2 Hours	Applicable to Batches				
AssignmentNur	mber:10.1(Present as	ssignment num	ber)/ <b>24</b> (Total numb	er of assignments)		

	Q.No.	Question	Expected Time		
			to complete		
		Lab 10 – Code Review and Quality: Using AI to Improve Code			
Quali		Quality and Readability			
		Lab Objectives			
	1	Use AI for automated code review and quality enhancement.	Week5 -		
	1	Identify and fix syntax, logical, performance, and security issues	Monday		
		in Python code.			
		Improve readability and maintainability through structured			
		refactoring and comments.			

- Apply prompt engineering for targeted improvements.
- Evaluate AI-generated suggestions against PEP 8 standards and software engineering best practices

# Task Description #1 – Syntax and Logic Errors

```
Task: Use AI to identify and fix syntax and logic errors in a faulty
Python script.
Sample Input Code:
# Calculate average score of a student
def calc_average(marks):
  total = 0
  for m in marks:
    total += m
  average = total / len(marks)
  return avrage # Typo here
marks = [85, 90, 78, 92]
print("Average Score is ", calc_average(marks)
```

**Expected Output:** 

Corrected and runnable Python code with explanations of the fixes.

CODE:

```
def calc_average(marks):
     total = 0
      for calc_average(marks):
     total = 0
      for m in marks:
         total +=m
      average=total/len(marks)
      return average
  marks = [85,90,78,92]
  print("Average score is",calc_average)
  def calc_average(marks: list[int]) -> float:
      Calculate the average of a list of integer marks.
         marks (list[int]): A list of integer marks.
      Returns:
         float: The average score.
      Example:
         >>> calc_average([85, 90, 78, 92])
         86.25
      for m in marks:
      average = total / len(marks)
  marks = [85, 90, 78, 92]
  print("Average score is", calc_average(marks))
OUTPUT:
PS C:\Users\DEEKSHA\OneDrive\Desktop\AIAC\Lab-10>
Average score is 86.25
PS_C:\Users\DFFKSHA\OneDrive\Deskton\ATAC\L
Task Description #2 - PEP 8 Compliance
Task: Use AI to refactor Python code to follow PEP 8 style guidelines.
Sample Input Code:
def area of rect(L,B):return L*B
print(area_of_rect(10,20))
Expected Output:
  • Well-formatted PEP 8-compliant Python code.
CODE:
```

```
def area_of_rectangle(length: int, breadth: int) -> int:
      Calculate the area of a rectangle using integer values.
      Args:
         length (int): The length of the rectangle (integer).
         breadth (int): The breadth (width) of the rectangle (integer).
         int: The area of the rectangle as an integer.
      Example:
         >>> area_of_rectangle(5, 3)
  print(area_of_rectangle(10, 20)) # Output: 200
OUTPUT:
200
PS_C:\Users\DEFKSHA\OneDrive\Deskton\ATAC\U
Task Description #3 – Readability Enhancement
Task: Use AI to make code more readable without changing its logic.
Sample Input Code:
def c(x,y):
return x*y/100
a = 200
b = 15
print(c(a,b))
Expected Output:
     Python code with descriptive variable names, inline comments,
       and clear formatting.
  CODE:
```

```
print(c(a,b))
    def calculate_percentage_increase(old_value: float, new_value: float) -> float:
       | return float('inf') # Avoid division by zero
| increase = new_value - old_value
| percentage_increase = (increase / old_value) * 100
| return percentage_increase
   OUTPUT:
   Percentage increase from 200 to 15 is -92.5%
   PS C:\Users\DEEKSHA\OneDrive\Desktop\AIAC\Lab-10>
Task Description #4 - Refactoring for Maintainability
Task: Use AI to break repetitive or long code into reusable functions.
Sample Input Code:
students = ["Alice", "Bob", "Charlie"]
print("Welcome", students[0])
print("Welcome", students[1])
print("Welcome", students[2])
Expected Output:
        Modular code with reusable functions.
CODE:
```

```
students = ["Alice", "Bob", "Charlie"]
 print("Welcome",students[0])
 print("Welcome",students[1])
 print("Welcome", students[2])
 def welcome_student(name: str) -> None:
     Print a welcome message for a single student.
      Args:
       name (str): The name of the student.
      print("Welcome", name)
 def welcome_students(student_list: list[str]) -> None:
     Print welcome messages for a list of students.
      Args:
       student_list (list[str]): List of student names.
         welcome_student(student)
 welcome_students("Alice")
OUTPUT:
pData/Local/Microsoft/WindowsApps/python3.11.exe c:/Us
Welcome A
Welcome 1
Welcome i
Welcome c
Welcome e
Task Description #5 – Performance Optimization
Task: Use AI to make the code run faster.
Sample Input Code:
# Find squares of numbers
nums = [i \text{ for } i \text{ in range}(1,1000000)]
squares = []
for n in nums:
  squares.append(n**2)
print(len(squares))
```

## **Expected Output:**

Optimized code using list comprehensions or vectorized operations.

#### CODE:

```
nums = [i for i in range(1,1000000)]
squares=[]
   squares.append(n**2)
print(len(squares))
This script measures the time taken to compute the squares of numbers from 1 to 999,999
1. It creates a list of numbers from 1 to 999,999.
2. It computes the square of each number and stores them in a new list.
3. It prints the total number of squares computed.
4. It prints the time taken to perform the computation.
Example Output:
start_time = time.time()
nums = [i for i in range(1,1000000)]
  squares.append(n**2)
print(len(squares))
end_time = time.time()
print(f"Time taken to run the code: {end_time - start_time:.4f} seconds")
```

#### **OUTPUT:**

```
PS C:\Users\DEEKSHA\OneDrive\Desktop\AIAC\Lab-10> &
Time taken to run the code: 0.1009 seconds
```

### Task Description #6 – Complexity Reduction

```
Task: Use AI to simplify overly complex logic.
Sample Input Code:
def grade(score):
  if score \geq 90:
     return "A"
  else:
     if score \geq= 80:
        return "B"
     else:
        if score \geq = 70:
```

return "C"

```
else:
         if score \geq 60:
            return "D"
          else:
            return "F"
Expected Output:
  • Cleaner logic using elif or dictionary mapping.
CODE:
 ....
def grade(score):
    if score>=90:
        return "A"
    else:
        if score>=80:
            return "B"
        else:
            if score >= 70:
                if score >= 60:
                  return "D"
                else:
                    return "F"
def grade(score: int) -> str:
    Return the letter grade for a given score.
    Args:
        score (int): The numeric score (0-100).
    Returns:
       str: The letter grade ("A", "B", "C", "D", or "F").
        return "B"
```

return "D"

```
# Get user input and print the grade

try:

user_score = int(input("Enter the score (0-100): "))

if 0 <= user_score <= 100:

print(f"Grade: {grade(user_score)}")

else:

print("Please enter a score between 0 and 100.")

except ValueError:

print("Invalid input. Please enter an integer value.")

OUTPUT:

PS C:\Users\UEEKSHA\UneUrive\Uesktop\AIAC\Lab-I
Enter the score (0-100): 95

Grade: A

PS C:\Users\DEEKSHA\OpeDrive\Decktop\AIAC\Lab-I
```