

# AI ASSISTED CODING

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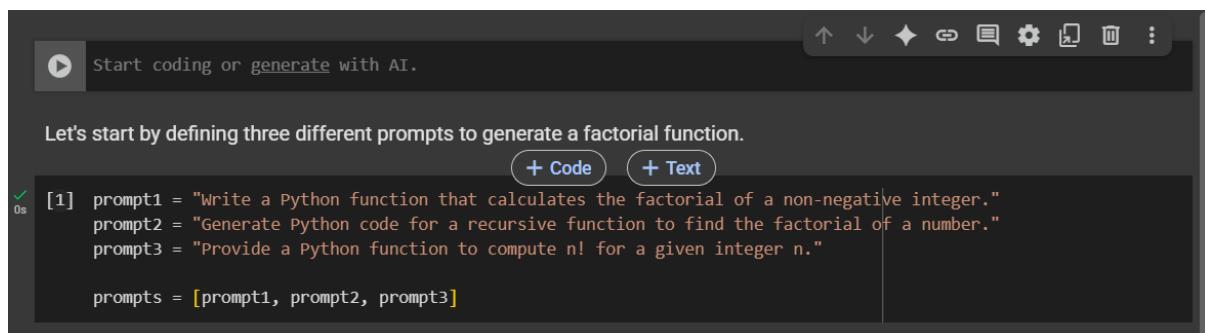
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## ASSIGNMENT 3.3

### TASK DISCRIPTION#1

1) Try 3 different prompts to generate a factorial function



The screenshot shows a dark-themed AI coding interface. At the top, there's a toolbar with icons for file operations like Open, Save, and Print, along with a play button and a "Start coding or generate with AI." button. Below the toolbar, a message says "Let's start by defining three different prompts to generate a factorial function." There are two buttons: "+ Code" and "+ Text". In the code editor area, there is a timestamp "0s" and a green checkmark icon. The code itself is as follows:

```
[1] prompt1 = "Write a Python function that calculates the factorial of a non-negative integer."
prompt2 = "Generate Python code for a recursive function to find the factorial of a number."
prompt3 = "Provide a Python function to compute n! for a given integer n."
prompts = [prompt1, prompt2, prompt3]
```

Now, let's use a language model to generate the factorial function for each prompt.

**Note:** To run the following code, you need to have a language model configured. If you are using Google Colab, you can use the `google.generativeai` library.

```
0s  ⏪ # Assuming you have a language model configured as 'gemini_model'  
# If not, you would need to initialize it first, for example:  
# import google.generativeai as genai  
# from google.colab import userdata  
# GOOGLE_API_KEY=userdata.get('GOOGLE_API_KEY')  
# genai.configure(api_key=GOOGLE_API_KEY)  
# gemini_model = genai.GenerativeModel('gemini-2.5-flash-preview-04-17')  
  
generated_functions = {}  
  
for i, prompt in enumerate(prompts):  
    try:  
        response = gemini_model.generate_content(prompt)  
        generated_functions[f"Prompt {i+1}"] = response.text  
        print(f"--- Function generated for Prompt {i+1} ---")  
        print(response.text)  
        print("\n")  
    except Exception as e:  
        print(f"Error generating function for Prompt {i+1}: {e}")
```

↳ Error generating function for Prompt 1: name 'gemini\_model' is not defined  
Error generating function for Prompt 2: name 'gemini\_model' is not defined  
Error generating function for Prompt 3: name 'gemini\_model' is not defined

## CODE EXPLANATION:

Here's a breakdown of the code cells:

### 1. Code cell dc151576:

- This cell defines three different string variables: `prompt1`, `prompt2`, and `prompt3`. Each string contains a slightly different prompt asking for a Python function to calculate the factorial of a number.
- These three prompts are then stored in a list called `prompts`. This list will be used later to iterate through each prompt.

### 2. Code cell e02776d6:

- This cell is designed to use a language model (presumably named `gemini_model`) to generate Python code for a factorial function based on each prompt defined in the previous cell.
- It initializes an empty dictionary called `generated_functions`. This dictionary will store the generated code, with the keys indicating which prompt was used ("Prompt 1", "Prompt 2", etc.).

- It then loops through the prompts list. For each prompt:
  - It calls `gemini_model.generate_content(prompt)` to send the prompt to the language model and get a response.
  - The generated text from the response (`response.text`) is stored in the `generated_functions` dictionary.
  - It prints a separator and the generated function code to the console so you can see the output as it's generated.
- There's a `try...except` block to catch any errors that might occur during the generation process, such as if the `gemini_model` is not defined or if there's an issue with the API call.

In essence, the code sets up different ways of asking for a factorial function and then uses a language model to see how the generated code varies based on the prompt.

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Gemini can make mistakes so double-check it and use code with caution.

[Learn more](#)

## TASK DISCRIPTION#2

2) Provide a clear example input-output prompt to generate a sorting function

```

▶ # Example input-output prompt for generating a sorting function
sorting_prompt = """
Generate a Python function that sorts a list of numbers in ascending order.

Example Input:
[3, 1, 4, 1, 5, 9, 2, 6]

Example Output:
[1, 1, 2, 3, 4, 5, 6, 9]
"""

print(sorting_prompt)

# You would then pass this prompt to your language model, for example:
# response = gemini_model.generate_content(sorting_prompt)
# generated_sorting_function = response.text
# print(generated_sorting_function)

```

→ Generate a Python function that sorts a list of numbers in ascending order.

Example Input:  
[3, 1, 4, 1, 5, 9, 2, 6]

Example Output:  
[1, 1, 2, 3, 4, 5, 6, 9]

## CODE EXPLANATION:

- Code cell dc151576:** This cell defines three different prompts for generating a factorial function and stores them in a list.
- Code cell e02776d6:** This cell attempts to use a language model (presumably gemini\_model) to generate factorial functions based on the prompts defined in the previous cell. It stores the generated functions in a dictionary and prints them. (Note: The output indicates that gemini\_model was not defined when this cell was run).
- Code cell a626d757:** This is the most recently added cell. It defines a multi-line string variable called sorting\_prompt. This string contains a clear example of an input-output prompt designed to guide a language model in generating a Python function that sorts a list of numbers in ascending order. It includes:
  - A clear instruction on what the function should do.
  - An "Example Input" showing a sample list.

- An "Example Output" showing the expected sorted list for the given input.
- The cell then prints this sorting\_prompt to the console.
- It also includes commented-out lines showing how you would typically pass this prompt to a language model (gemini\_model) to get the generated sorting function code.

In summary, the latest code cell provides a template for how to structure prompts for language models when you want them to generate code based on specific input-output examples.

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## TASK DISCRIPTION#3

3) Start with the vague prompt “Generate python code to calculate power bill” and improve it step-by-step

### **Step 1: Clarify the Problem**

Ask questions to remove ambiguity:

- What inputs are required? (e.g., usage in kWh?)
- Are there tiered rates or a flat rate?
- Should taxes or fees be included?
- Is it for residential or commercial use?

→ Let's assume:

- User inputs energy usage in **kWh**.
  - A **tiered rate system** is used.
  - There is a **fixed monthly service charge**.
  - **Tax is applied** as a percentage of the subtotal.
- 

#### ◆ Step 2: Define Example Requirements

Here's a concrete example of what we want:

- First 500 kWh: \$0.12 per kWh
  - Next 500 kWh (501–1000): \$0.15 per kWh
  - Above 1000 kWh: \$0.20 per kWh
  - Fixed monthly service charge: \$5.00
  - Tax: 8% on subtotal (usage + service charge)
- 

#### ◆ Step 3: Design the Inputs and Outputs

- **Input:** Total energy used in kWh (float or int)
  - **Output:** Print itemized bill:
    - Energy cost
    - Service charge
    - Tax
    - Total
- 

#### ◆ Step 4: Write Final Prompt

Generate Python code to calculate a monthly electricity bill using the following rules:

- First 500 kWh are billed at \$0.12 per kWh

- Next 500 kWh (501–1000) at \$0.15 per kWh
  - Any usage over 1000 kWh at \$0.20 per kWh
  - Add a fixed service charge of \$5.00
  - Apply an 8% tax on the subtotal (usage cost + service charge)
- The program should take energy usage (kWh) as input and print an itemized bill.

## CODE:

```

def calculate_power_bill(kwh_used):
    # Rate tiers
    tier1_rate = 0.12
    tier2_rate = 0.15
    tier3_rate = 0.20

    # Fixed costs
    service_charge = 5.00
    tax_rate = 0.08

    # Calculate energy cost
    if kwh_used <= 500:
        energy_cost = kwh_used * tier1_rate
    elif kwh_used <= 1000:
        energy_cost = (500 * tier1_rate) + ((kwh_used - 500) * tier2_rate)
    else:
        energy_cost = (
            500 * tier1_rate +
            500 * tier2_rate +
            (kwh_used - 1000) * tier3_rate
        )

    # Subtotal
    subtotal = energy_cost + service_charge
    tax = subtotal * tax_rate
    total = subtotal + tax

    # Print itemized bill
    print(f"Energy cost:      ${energy_cost:.2f}")
    print(f"Service charge:   ${service_charge:.2f}")
    print(f"Tax (8%):         ${tax:.2f}")
    print(f"-----")
    print(f"Total bill:       ${total:.2f}")

```

```
# Example usage:  
kwh = float(input("Enter energy used (kWh): "))  
calculate_power_bill(kwh)
```

```
→ Enter energy used (kWh): 450  
Energy cost:      $54.00  
Service charge:   $5.00  
Tax (8%):         $4.72  
-----  
Total bill:        $63.72
```

## CODE EXPLANATION:

### Function Definition

python

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```
def calculate_power_bill(kwh_used):
```

This defines a function named `calculate_power_bill` that takes one argument:

- `kwh_used`: the total number of kilowatt-hours (kWh) used in a month.

---

### 💰 Define Rates and Charges

python

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```
tier1_rate = 0.12
```

```
tier2_rate = 0.15
```

```
tier3_rate = 0.20
```

```
service_charge = 5.00
```

```
tax_rate = 0.08
```

These are the constants used in the billing:

- **Tier 1:** First 500 kWh at \$0.12 per kWh
  - **Tier 2:** Next 500 kWh (501–1000) at \$0.15 per kWh
  - **Tier 3:** Anything over 1000 kWh at \$0.20 per kWh
  - **Service Charge:** A fixed fee of \$5.00 added to every bill
  - **Tax Rate:** 8% tax applied to the subtotal (usage + service)
- 

## Calculate Energy Cost

python

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```
if kwh_used <= 500:  
    energy_cost = kwh_used * tier1_rate
```

If usage is 500 kWh or less, the entire usage is billed at the Tier 1 rate.

---

python

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```
elif kwh_used <= 1000:  
    energy_cost = (500 * tier1_rate) + ((kwh_used - 500) * tier2_rate)
```

If usage is between 501 and 1000 kWh:

- First 500 kWh are billed at Tier 1
  - The rest (up to 500 kWh more) are billed at Tier 2
- 

python

CopyEdit

else:

```
energy_cost = (  
    500 * tier1_rate +  
    500 * tier2_rate +  
    (kwh_used - 1000) * tier3_rate  
)
```

If usage exceeds 1000 kWh:

- First 500 → Tier 1
  - Next 500 → Tier 2
  - Remaining → Tier 3
- 



## Calculate Subtotal, Tax, and Total

python

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```
subtotal = energy_cost + service_charge
```

```
tax = subtotal * tax_rate
```

```
total = subtotal + tax
```

- **Subtotal** is the sum of energy cost and the fixed service charge
  - **Tax** is 8% of the subtotal
  - **Total** is the final bill after tax
- 



## Print the Itemized Bill

python

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```
print(f"Energy cost:    ${energy_cost:.2f}")  
print(f"Service charge:  ${service_charge:.2f}")  
print(f"Tax (8%):      ${tax:.2f}")  
print(f"-----")  
print(f"Total bill:     ${total:.2f}")
```

This prints a neatly formatted bill:

- Each component (energy, service, tax)
- A separator line
- Final total

.2f ensures all dollar values show **two decimal places**, like \$23.45

---



### Example Usage

python

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```
kwh = float(input("Enter energy used (kWh): "))
```

```
calculate_power_bill(kwh)
```

This asks the user to enter their energy usage and passes that number to the function.

## TASK DISCIPTION#4

4) Write structured comments to help AI generate two linked functions (e.g., `login_user()` and `register_user()`)

```

# Function: register_user
# Description: Registers a new user in the system.
# Arguments:
#   - username (str): The desired username for the new user.
#   - password (str): The password for the new user.
# Returns:
#   - bool: True if registration is successful, False otherwise.
# Dependencies:
#   - Requires a user database or data structure for storage.
#   - Should handle potential errors like duplicate usernames.
# Linked Function: login_user - A user who registers may then want to log in.
def register_user(username, password):
    # In a real application, you would interact with a database here.
    # For demonstration, we'll use a simple dictionary as a mock database.
    mock_user_database = {} # This should be stored persistently in a real app

    if username in mock_user_database:
        print(f"Username '{username}' already exists.")
        return False
    else:
        mock_user_database[username] = password
        print(f"User '{username}' registered successfully.")
        return True

# Function: login_user
# Description: Authenticates an existing user.
# Arguments:
#   - username (str): The username of the user attempting to log in.
#   - password (str): The password provided by the user.
# Returns:
#   - bool: True if login is successful, False otherwise.
# Dependencies:
#   - Requires access to the user database used for registration.
#   - Should compare provided credentials with stored credentials.
# Linked Function: register_user - If login fails, the user might need to register.

```

```

# Linked Function: register_user - If login fails, the user might need to register.
def login_user(username, password):
    # In a real application, you would interact with a database here.
    # For demonstration, we'll use a simple dictionary as a mock database.
    mock_user_database = {} # This should be stored persistently in a real app

    if username in mock_user_database and mock_user_database[username] == password:
        print(f"User '{username}' logged in successfully.")
        return True
    else:
        print("Invalid username or password.")
        return False

# Example usage (for demonstration)
if __name__ == "__main__":
    # Note: In a real scenario, mock_user_database would persist between function calls
    # and not be re-initialized each time.

    print("Attempting to register a user...")
    register_success = register_user("test_user", "password123")
    print(f"Registration successful: {register_success}\n")

    print("Attempting to login with registered user...")
    login_success = login_user("test_user", "password123")
    print(f"Login successful: {login_success}\n")

    print("Attempting to login with incorrect password...")
    login_fail_password = login_user("test_user", "wrong_password")
    print(f"Login successful: {login_fail_password}\n")

    print("Attempting to login with non-existent user...")
    login_fail_user = login_user("non_existent_user", "any_password")
    print(f"Login successful: {login_fail_user}\n")

```

```
 ➔ Attempting to register a user...
    User 'test_user' registered successfully.
    Registration successful: True

    Attempting to login with registered user...
    Invalid username or password.
    Login successful: False

    Attempting to login with incorrect password...
    Invalid username or password.
    Login successful: False

    Attempting to login with non-existent user...
    Invalid username or password.
    Login successful: False
```

## CODE EXPLANATION:

Certainly! I can explain the Python code I generated for the register\_user and login\_user functions.

Here's a breakdown of the code:

### 1. `register_user(username, password)` function:

- This function is designed to register a new user.
- It takes two arguments: username and password.
- Inside the function, a dictionary called `mock_user_database` is created. **Important:** In a real application, this would be a persistent database (like SQL, NoSQL, etc.), not a temporary dictionary that gets reset every time the function is called.
- It checks if the provided username already exists as a key in the `mock_user_database`.

- If the username exists, it prints a message indicating that the username is taken and returns False.
- If the username does not exist, it adds the username as a key and the password as the value to the `mock_user_database`, prints a success message, and returns True.

## 2. `login_user(username, password)` function:

- This function is designed to authenticate an existing user.
- It also takes username and password as arguments.
- Like the `register_user` function, it uses a `mock_user_database` dictionary. Again, in a real application, this would access the persistent database.
- It checks if the provided username exists as a key in the `mock_user_database` AND if the provided password matches the value associated with that username in the dictionary.
- If both conditions are true (username exists and password matches), it prints a success message and returns True.
- If either condition is false (username doesn't exist or password doesn't match), it prints an "Invalid username or password" message and returns False.

## 3. `if __name__ == "__main__": block:`

- This block of code is for demonstration purposes and will only run when the script is executed directly (not when imported as a module).
- It shows example usage of the `register_user` and `login_user` functions.
- It attempts to register a user, then attempts to log in with the correct credentials, an incorrect password, and a non-existent user to show the different outcomes.

**Key takeaway:** The current implementation uses a simple dictionary for the user database, which means any registered users are lost when the program

finishes running. For a real application, you would need to replace the dictionary with a persistent storage solution.

## TASK DISCRIPTION#5

### 5) Analyzing Prompt Specificity: Improving Temperature Conversion Function with Clear Instructions

```
▶ def convert_temperature(value, from_unit, to_unit):
    """
    Convert temperature between Celsius, Fahrenheit, and Kelvin.

    Parameters:
        value (float): Temperature value to convert.
        from_unit (str): Unit of the input value ('C', 'F', or 'K').
        to_unit (str): Unit to convert to ('C', 'F', or 'K').

    Returns:
        float: Converted temperature rounded to 2 decimal places.

    Raises:
        ValueError: If an unsupported unit is given.
    """
    from_unit = from_unit.upper()
    to_unit = to_unit.upper()

    # Convert input to Celsius first
    if from_unit == "C":
        celsius = value
    elif from_unit == "F":
        celsius = (value - 32) * 5/9
    elif from_unit == "K":
        celsius = value - 273.15
    else:
        raise ValueError("Invalid from_unit. Use 'C', 'F', or 'K'.")

    # Convert from Celsius to target unit
    if to_unit == "C":
        result = celsius
    elif to_unit == "F":
        result = (celsius * 9/5) + 32
    elif to_unit == "K":
        result = celsius + 273.15
    else:
        raise ValueError("Invalid to_unit. Use 'C', 'F', or 'K'.")
```

```
    result = celsius
elif to_unit == "F":
    result = (celsius * 9/5) + 32
elif to_unit == "K":
    result = celsius + 273.15
else:
    raise ValueError("Invalid to_unit. Use 'C', 'F', or 'K'.")  
  
return round(result, 2)  
  
# Example usage
print(convert_temperature(100, 'C', 'F')) # 212.0
print(convert_temperature(0, 'C', 'K')) # 273.15
print(convert_temperature(32, 'F', 'C')) # 0.0
```

212.0  
273.15  
0.0

## CODE EXPLANATION:

### Step 1 — Normalize Units

```
from_unit = from_unit.upper()
```

```
to_unit = to_unit.upper()
```

- Converts both units to uppercase so it doesn't matter if the user enters 'c' or 'C'.
- Example: "c" → "C"

---

### Step 2 — Convert Input to Celsius First

```
if from_unit == "C":
```

```
    celsius = value
```

```
elif from_unit == "F":
```

```
    celsius = (value - 32) * 5/9
```

```
elif from_unit == "K":
```

```
    celsius = value - 273.15
```

```
else:
```

```
    raise ValueError("Invalid from_unit. Use 'C', 'F', or 'K'.")
```

- No matter what the original unit is, we first convert it to **Celsius**.
  - **Why?** → It's easier to go from Celsius to any other unit.
  - If the unit is invalid, we **stop the program** with an error.
- 

### Step 3 — Convert Celsius to Target Unit

```
if to_unit == "C":  
    result = celsius  
  
elif to_unit == "F":  
    result = (celsius * 9/5) + 32  
  
elif to_unit == "K":  
    result = celsius + 273.15  
  
else:  
    raise ValueError("Invalid to_unit. Use 'C', 'F', or 'K'.")
```

- Now we take the **Celsius value** and convert it to the requested **target unit**.
  - Again, invalid inputs trigger an error.
- 

### Step 4 — Round and Return

```
return round(result, 2)
```

- Rounds the final temperature to **2 decimal places**.
  - Returns the value to wherever the function was called.
- 

### Example Usage

```
print(convert_temperature(100, 'C', 'F')) # 212.0  
print(convert_temperature(0, 'C', 'K')) # 273.15
```

```
print(convert_temperature(32, 'F', 'C')) # 0.0
```

- Converts **100°C → Fahrenheit** (212°F).
- Converts **0°C → Kelvin** (273.15K).
- Converts **32°F → Celsius** (0°C)