

## **AI ASSIGNMENT - 13**

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### **TASK 1:**

#### **Task Description : Remove Repetition**

**Task:** Provide AI with the following redundant code and ask it to refactor

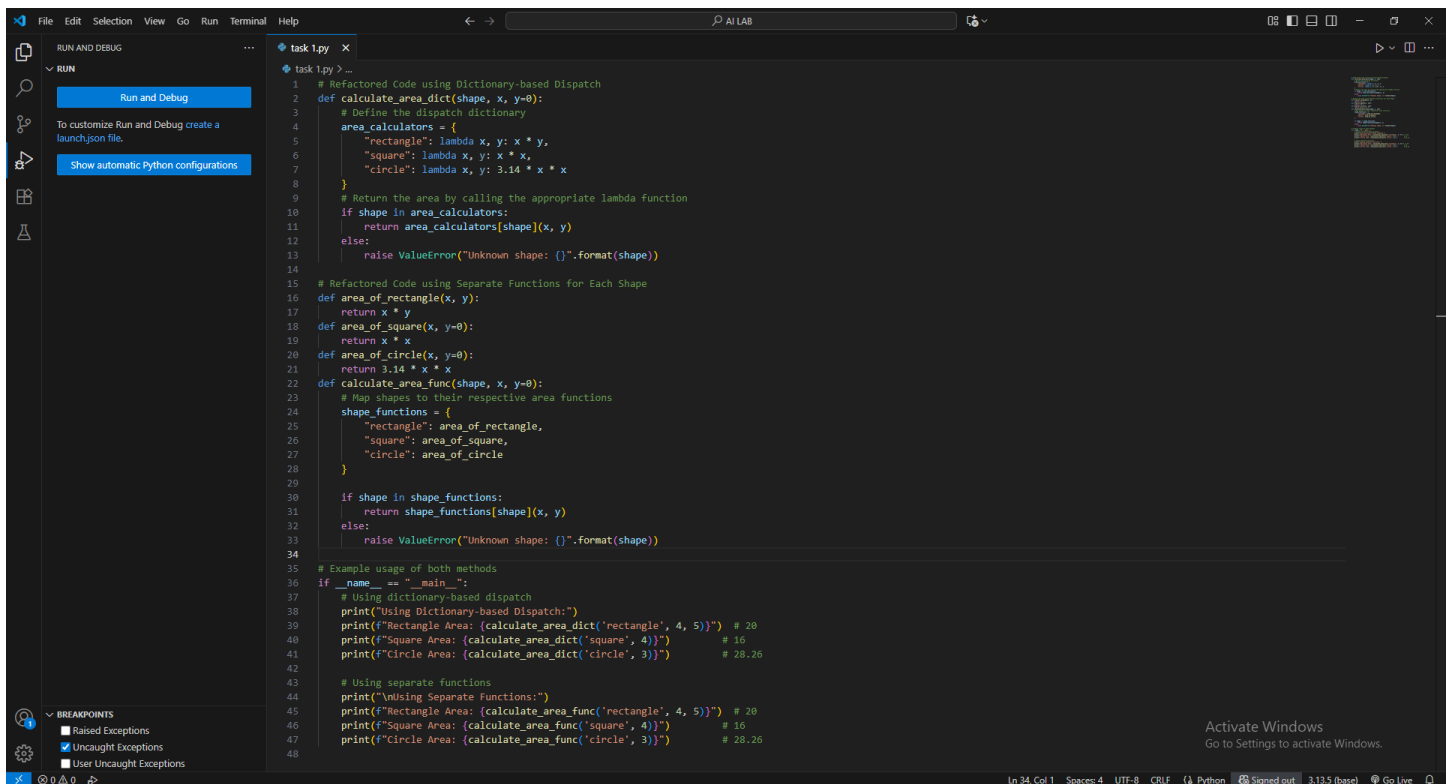
#### **Python Code:**

```
def calculate_area(shape, x, y=0):  
    if shape == "rectangle":  
        return x * y  
    elif shape == "square":  
        return x * x  
    elif shape == "circle":  
        return 3.14 * x * x
```

#### **PROMPT:**

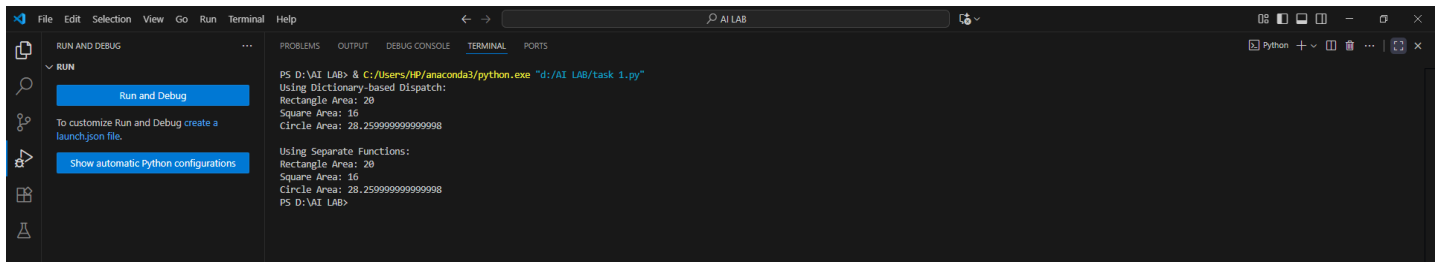
Refactor the following redundant Python function that calculates shape areas using if-elif; make it cleaner using a dictionary-based dispatch or modular functions.

#### **CODE:**



```
1 # Refactored Code using Dictionary-based Dispatch
2 def calculate_area_dict(shape, x, y=0):
3     # Define the dispatch dictionary
4     area_calculators = {
5         "rectangle": lambda x, y: x * y,
6         "square": lambda x, y: x * x,
7         "circle": lambda x, y: 3.14 * x * x
8     }
9     # Return the area by calling the appropriate lambda function
10    if shape in area_calculators:
11        return area_calculators[shape](x, y)
12    else:
13        raise ValueError("Unknown shape: {}".format(shape))
14
15    # Refactored Code using Separate Functions for Each Shape
16    def area_of_rectangle(x, y):
17        return x * y
18    def area_of_square(x, y=0):
19        return x * x
20    def area_of_circle(x, y=0):
21        return 3.14 * x * x
22    def calculate_area_func(shape, x, y=0):
23        # Map shapes to their respective area functions
24        shape_functions = {
25            "rectangle": area_of_rectangle,
26            "square": area_of_square,
27            "circle": area_of_circle
28        }
29
30        if shape in shape_functions:
31            return shape_functions[shape](x, y)
32        else:
33            raise ValueError("Unknown shape: {}".format(shape))
34
35    # Example usage of both methods
36    if __name__ == "__main__":
37        # Using dictionary-based dispatch
38        print("Using Dictionary-based Dispatch:")
39        print(f"Rectangle Area: {calculate_area_dict('rectangle', 4, 5)}") # 20
40        print(f"Square Area: {calculate_area_dict('square', 4)}") # 16
41        print(f"Circle Area: {calculate_area_dict('circle', 3)}") # 28.26
42
43        # Using separate functions
44        print("Using Separate Functions:")
45        print(f"Rectangle Area: {calculate_area_func('rectangle', 4, 5)}") # 20
46        print(f"Square Area: {calculate_area_func('square', 4)}") # 16
47        print(f"Circle Area: {calculate_area_func('circle', 3)}") # 28.26
48
```

OUTPUT:



```
PS D:\VAI LAB> & C:\Users\HP\anaconda3\python.exe "d:/AI LAB/task 1.py"
Using Dictionary-based Dispatch:
Rectangle Area: 20
Square Area: 16
Circle Area: 28.259999999999998

Using Separate Functions:
Rectangle Area: 20
Square Area: 16
Circle Area: 28.259999999999998
PS D:\VAI LAB>
```

OBSERVATIONS:

- The function uses multiple if-elif conditions, leading to repetitive and verbose code.
- Hardcoded logic for each shape reduces scalability — adding new shapes requires modifying the main function.
- The code lacks modularity and separation of concerns; shape-specific calculations are mixed in one function.
- No use of Python features like dictionaries or separate functions to simplify dispatching logic.
- Potential for errors or duplication if area formulas need updates or expansion.

## TASK 2

### Task Description – Error Handling in Legacy Code

**Task:** Legacy function without proper error handling

#### Python Code:

```
def read_file(filename):
```

```
    f = open(filename, "r")
```

```
    data = f.read()
```

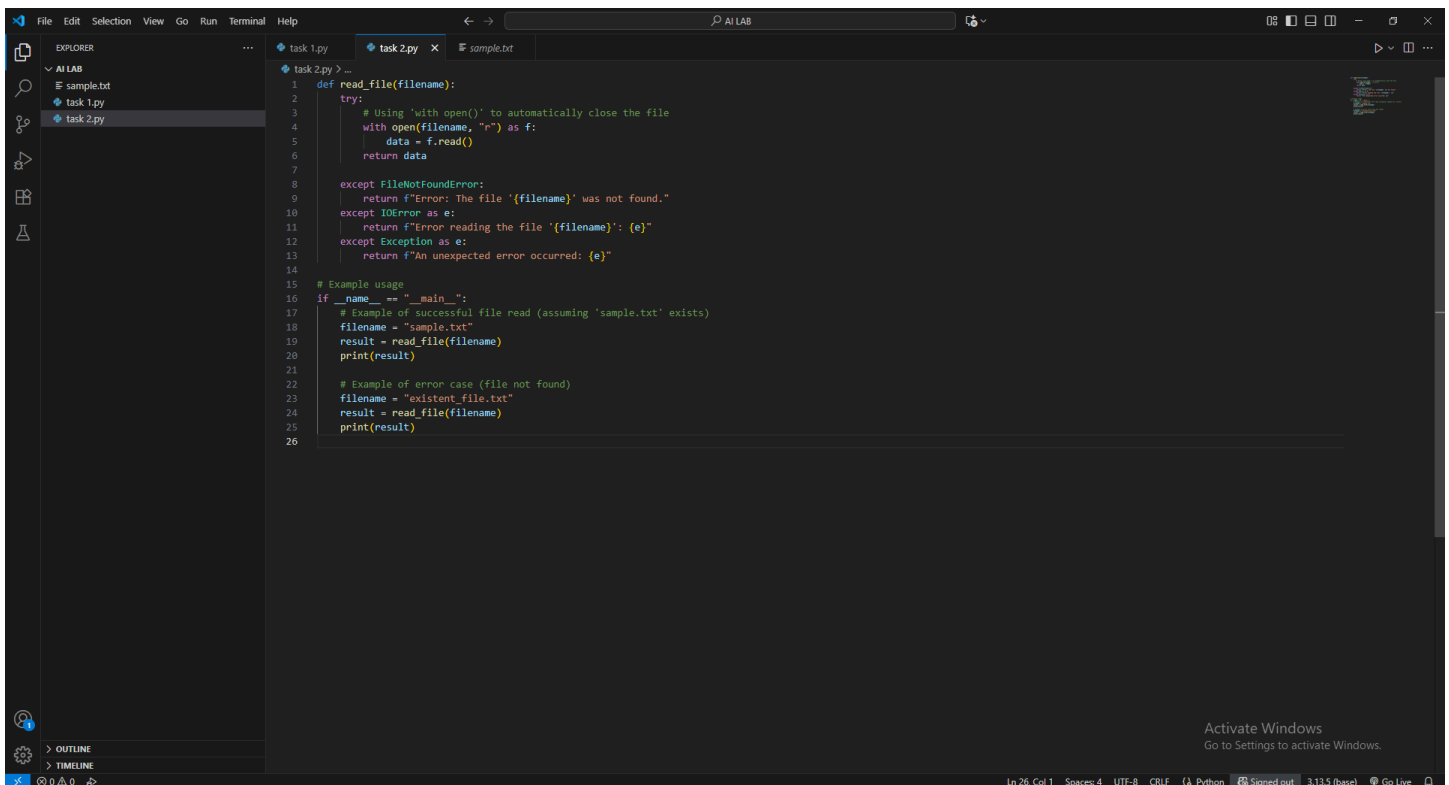
```
    f.close()
```

```
    return data
```

#### PROMPT:

Refactor the following legacy function to use with open() and add proper try-except error handling for file-related exceptions.

#### CODE:

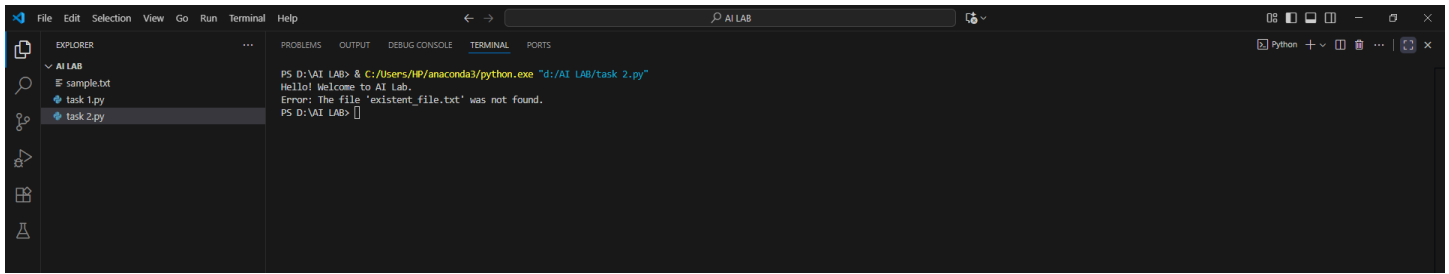


```
File Edit Selection View Go Run Terminal Help
task 1.py task 2.py X sample.txt
task 2.py >...
1 def read_file(filename):
2     try:
3         # Using 'with open()' to automatically close the file
4         with open(filename, "r") as f:
5             data = f.read()
6             return data
7
8     except FileNotFoundError:
9         return f"Error: The file '{filename}' was not found."
10    except IOError as e:
11        return f"Error reading the file '{filename}': {e}"
12    except Exception as e:
13        return f"An unexpected error occurred: {e}"
14
15    # Example usage
16    if __name__ == "__main__":
17        # Example of successful file read (assuming 'sample.txt' exists)
18        filename = "sample.txt"
19        result = read_file(filename)
20        print(result)
21
22        # Example of error case (file not found)
23        filename = "existent_file.txt"
24        result = read_file(filename)
25        print(result)
26
```

Activate Windows  
Go to Settings to activate Windows.

Ln 26, Col 1 Spaces: 4 UTF-8 CRLF Python Signed out 3.13.5 (base) Go Live

#### OUTPUT:



## OBSERVATIONS:

- The function manually opens and closes the file, which risks leaving the file open if an exception occurs.
- No error handling; potential exceptions (e.g., file not found, permission denied) will cause the program to crash.
- Lack of resource management best practices; should use `with open()` to ensure the file is properly closed.
- No feedback or handling for I/O errors, reducing robustness and user-friendliness.
- The function assumes the file exists and is readable, making it fragile in real-world scenarios.

## TASK 3

### Task Description – Complex Refactoring

**Task:** Provide this legacy class to AI for readability and modularity improvements:

#### Python Code:

```
class Student:

    def __init__(self, n, a, m1, m2, m3):

        self.n = n

        self.a = a

        self.m1 = m1

        self.m2 = m2

        self.m3 = m3

    def details(self):

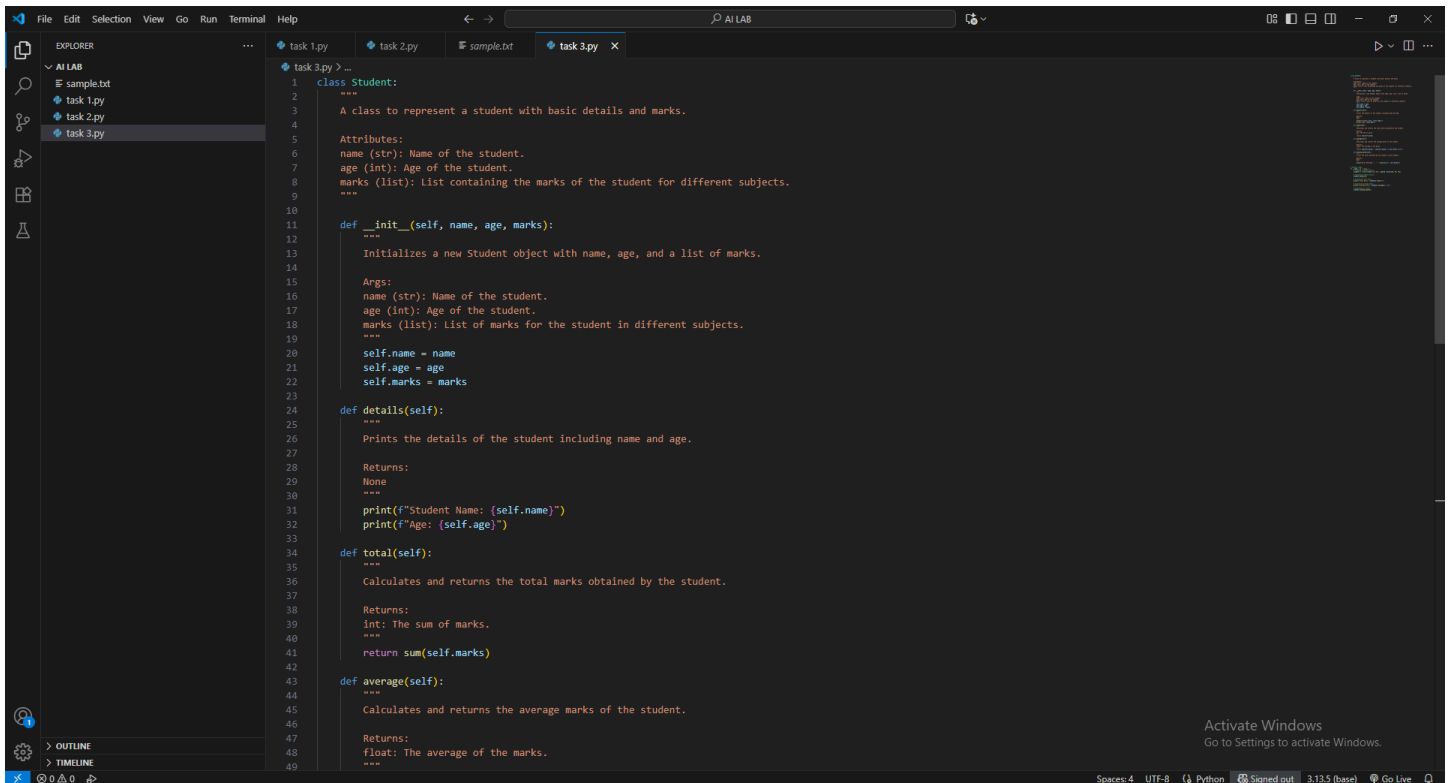
        print("Name:", self.n, "Age:", self.a)

    def total(self):

        return self.m1+self.m2+self.m3
```

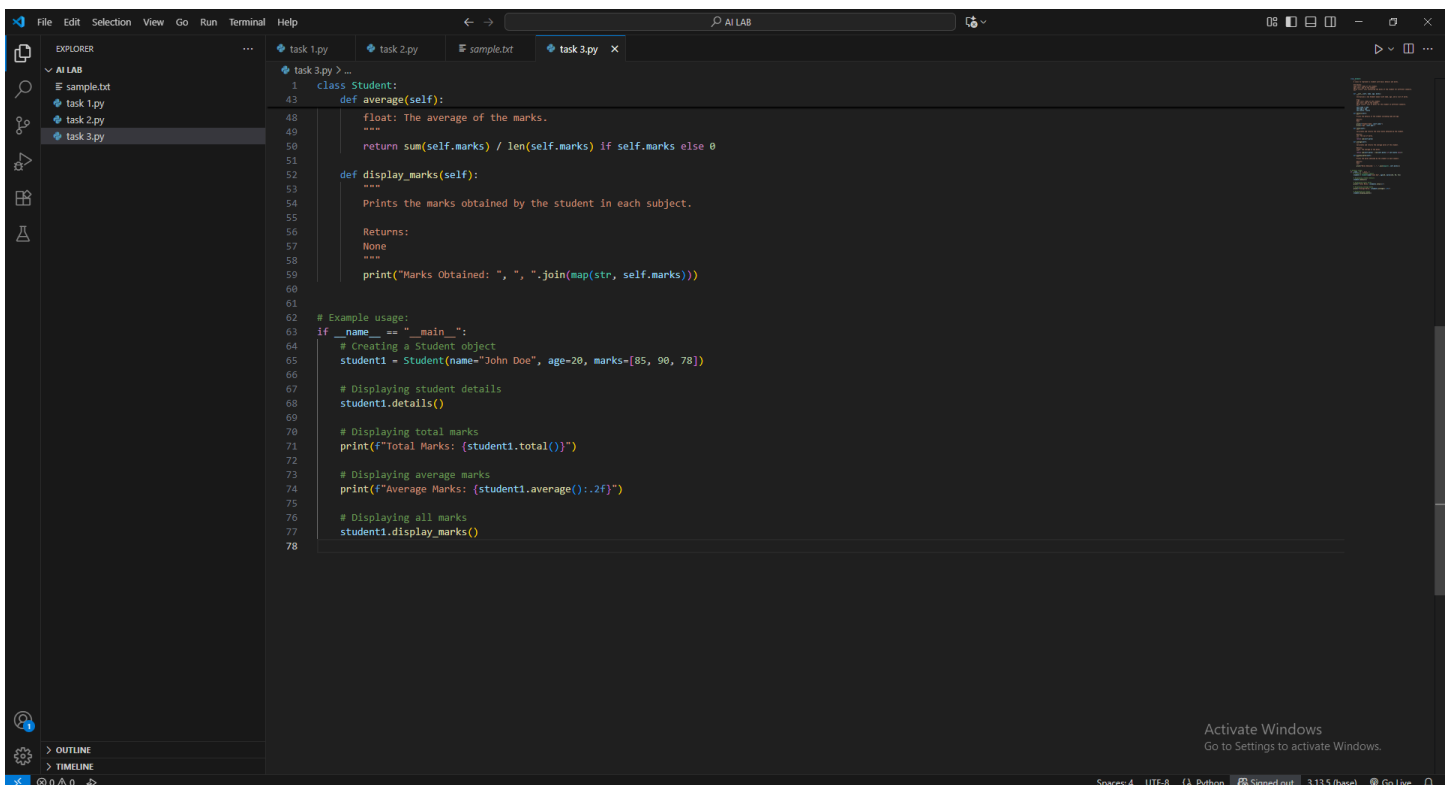
**PROMPT:** Refactor this legacy Student class to improve readability by using clear variable names, adding docstrings, and storing marks in a list for modularity.

**CODE:**



The screenshot shows the VS Code editor interface with the file explorer on the left displaying 'AI LAB' and files 'sample.txt', 'task 1.py', 'task 2.py', and 'task 3.py'. The main editor window shows 'task 3.py' with the following code:

```
1 class Student:
2     """
3     A class to represent a student with basic details and marks.
4
5     Attributes:
6     name (str): Name of the student.
7     age (int): Age of the student.
8     marks (list): List containing the marks of the student for different subjects.
9     """
10
11     def __init__(self, name, age, marks):
12         """
13         Initializes a new Student object with name, age, and a list of marks.
14
15         Args:
16         name (str): Name of the student.
17         age (int): Age of the student.
18         marks (list): List of marks for the student in different subjects.
19         """
20         self.name = name
21         self.age = age
22         self.marks = marks
23
24     def details(self):
25         """
26         Prints the details of the student including name and age.
27
28         Returns:
29         None
30         """
31         print(f"Student Name: {self.name}")
32         print(f"Age: {self.age}")
33
34     def total(self):
35         """
36         Calculates and returns the total marks obtained by the student.
37
38         Returns:
39         int: The sum of marks.
40         """
41         return sum(self.marks)
42
43     def average(self):
44         """
45         Calculates and returns the average marks of the student.
46
47         Returns:
48         float: The average of the marks.
49         """
```



The screenshot shows the VS Code editor interface with the file explorer on the left displaying 'AI LAB' and files 'sample.txt', 'task 1.py', 'task 2.py', and 'task 3.py'. The main editor window shows 'task 3.py' with the refactored code:

```
1 class Student:
2     def average(self):
3         """
4         float: The average of the marks.
5         """
6         return sum(self.marks) / len(self.marks) if self.marks else 0
7
8     def display_marks(self):
9         """
10        Prints the marks obtained by the student in each subject.
11
12        Returns:
13        None
14        """
15        print("Marks Obtained: ", ", ".join(map(str, self.marks)))
16
17    # Example usage:
18    if __name__ == "__main__":
19        # Creating a Student object
20        student1 = Student(name="John Doe", age=20, marks=[85, 90, 78])
21
22        # Displaying student details
23        student1.details()
24
25        # Displaying total marks
26        print(f"Total Marks: {student1.total()}")
27
28        # Displaying average marks
29        print(f"Average Marks: {student1.average():.2f}")
30
31        # Displaying all marks
32        student1.display_marks()
```

## OUTPUT:

## OBSERVATIONS:

- Variable names (n, a, m1, m2, m3) are unclear and non-descriptive, reducing code readability.
- Marks are stored as separate attributes rather than in a collection (e.g., list), limiting scalability and increasing code repetition.
- The class lacks docstrings and inline comments, making it harder to understand the purpose of methods and attributes.
- The details() method uses a basic print statement with multiple arguments, resulting in less readable output formatting.
- No methods to handle or manipulate marks beyond calculating the total, limiting functionality.
- The design is not modular, which would make adding features (like average marks or more subjects) cumbersome.

## TASK 4

### Task Description – Inefficient Loop Refactoring

**Task:** Refactor this inefficient loop with AI help

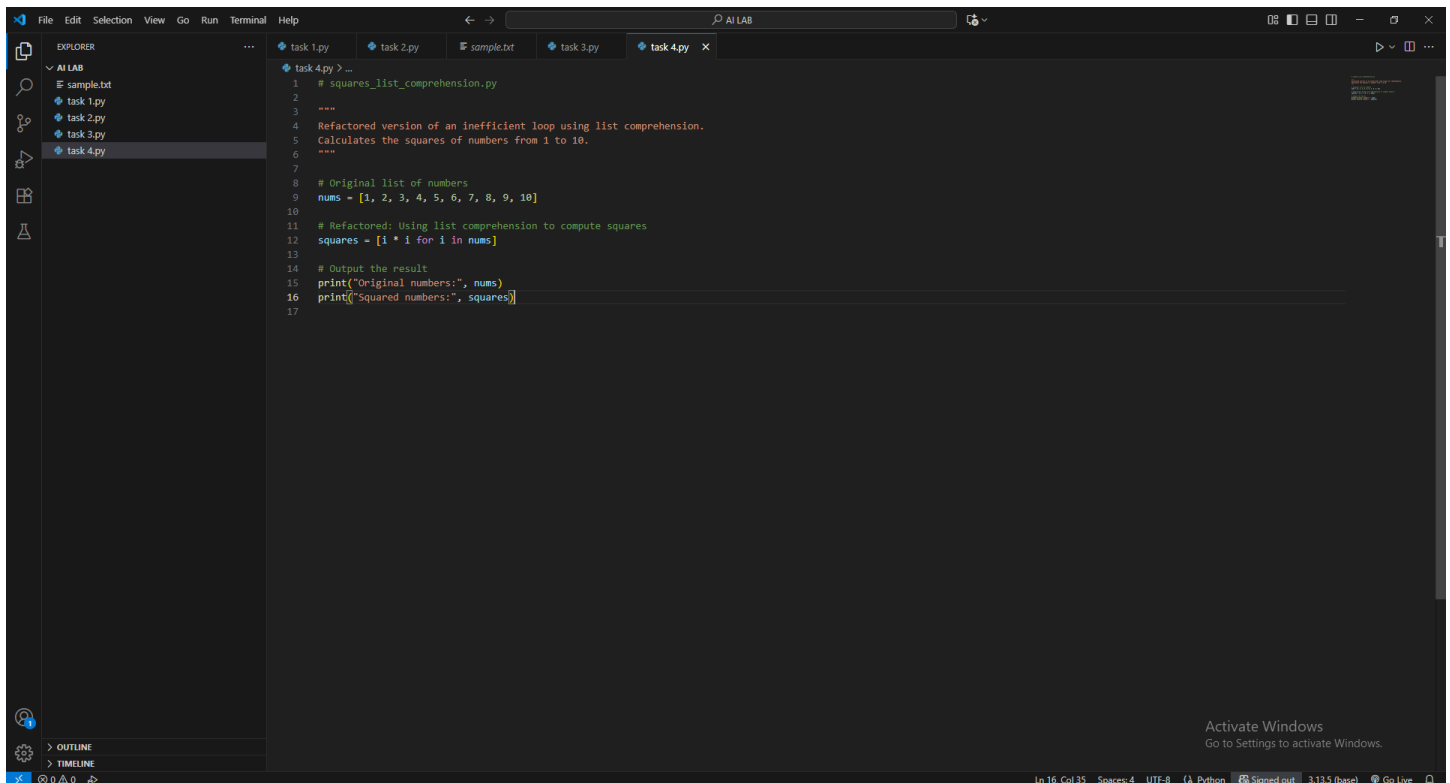
#### Python Code:

```
nums = [1,2,3,4,5,6,7,8,9,10]
squares = []
for i in nums:
    squares.append(i * i)
```

## PROMPT:

Refactor the following inefficient loop that appends squares of numbers to a list into a more concise and efficient version using list comprehension.

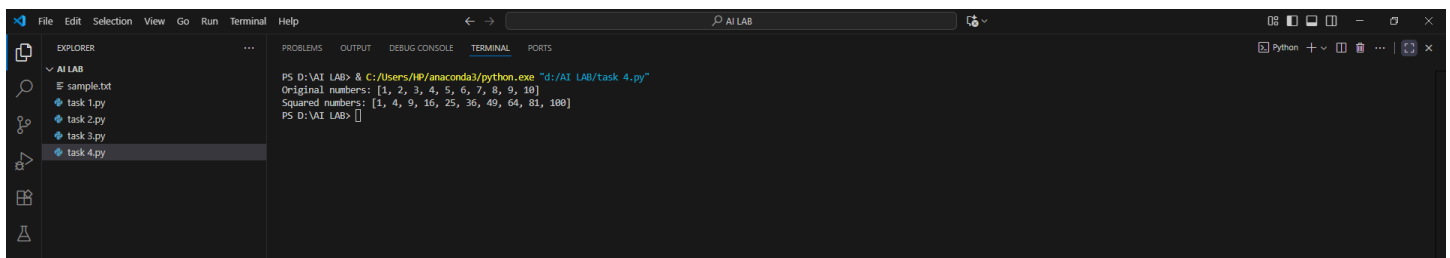
## CODE:



The screenshot shows the Visual Studio Code editor with a file explorer on the left and a code editor in the center. The file explorer shows a folder named 'AI LAB' containing files 'sample.txt', 'task 1.py', 'task 2.py', 'task 3.py', and 'task 4.py'. The code editor displays the content of 'task 4.py', which is a Python script demonstrating list comprehension. The script includes comments and code for generating a list of squares from 1 to 10.

```
1 # squares_list_comprehension.py
2
3 """
4 Refactored version of an inefficient loop using list comprehension.
5 calculates the squares of numbers from 1 to 10.
6 """
7
8 # Original list of numbers
9 nums = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
10
11 # Refactored: Using list comprehension to compute squares
12 squares = [i * i for i in nums]
13
14 # Output the result
15 print("Original numbers:", nums)
16 print("Squared numbers:", squares)
17
```

## OUTPUT:



The screenshot shows the Visual Studio Code editor with the 'TERMINAL' tab selected. The terminal displays the output of the Python script 'task 4.py'. The output shows the original list of numbers and the resulting list of squares.

```
PS D:\AI LAB> & C:/Users/HP/anaconda3/python.exe "d:/AI LAB/task 4.py"
Original numbers: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
Squared numbers: [1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
PS D:\AI LAB>
```

## OBSERVATIONS:

- The current code uses an explicit for loop with `.append()`, which is verbose and less Pythonic.
- List comprehension offers a cleaner, faster, and more readable way to generate the list of squares.
- Using list comprehension improves maintainability and aligns with Python's idiomatic style.