

AI Assisted Coding

ASSIGNMENT 10.1

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Batch:31

Task Description #1 – Syntax and Logic Errors

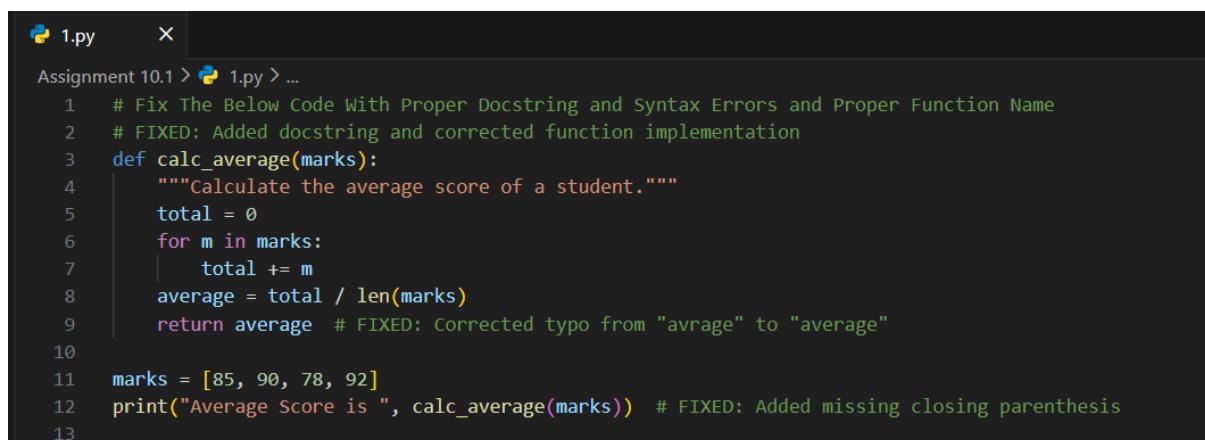
Task: Use AI to identify and fix syntax and logic errors in a faulty Python script.

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.



The screenshot shows a code editor window titled "1.py". The code is a Python script named "Assignment 10.1". It contains a function "calc_average" that calculates the average of a list of marks. The original code had several errors, including a misspelling of "average" as "avrage" and a missing closing parenthesis at the end. The AI has corrected these errors. The corrected code is as follows:

```
# Fix The Below Code With Proper Docstring and Syntax Errors and Proper Function Name
# FIXED: Added docstring and corrected function implementation
def calc_average(marks):
    """Calculate the average score of a student."""
    total = 0
    for m in marks:
        total += m
    average = total / len(marks)
    return average # FIXED: Corrected typo from "avrage" to "average"
marks = [85, 90, 78, 92]
print("Average Score is ", calc_average(marks)) # FIXED: Added missing closing parenthesis
```

Average Score is 86.25

Task Description #2 – PEP 8 Compliance

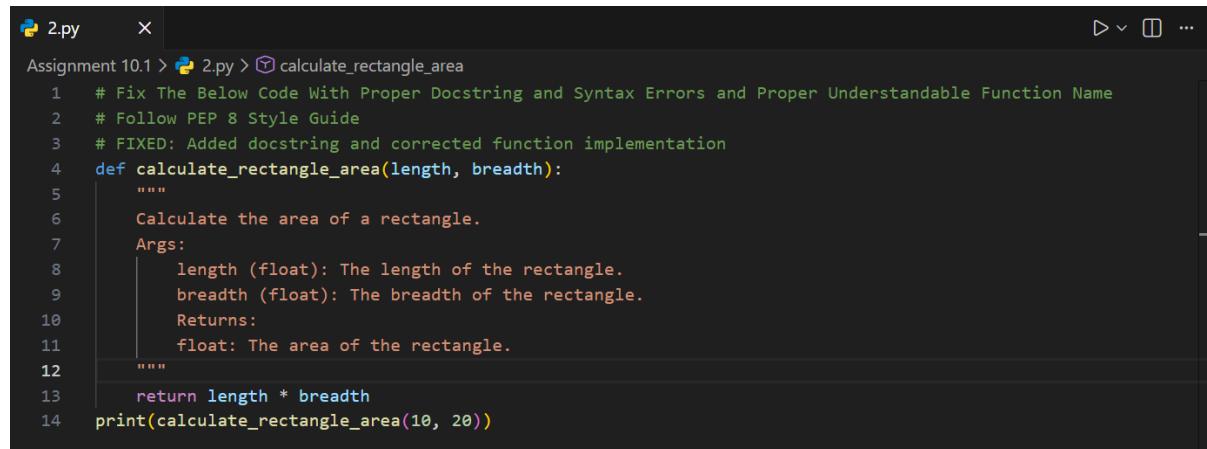
Task: Use AI to refactor Python code to follow PEP 8 style guidelines.

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.



```
2.py  X  
Assignment 10.1 > 2.py > calculate_rectangle_area  
1  # Fix The Below Code With Proper Docstring and Syntax Errors and Proper Understandable Function Name  
2  # Follow PEP 8 Style Guide  
3  # FIXED: Added docstring and corrected function implementation  
4  def calculate_rectangle_area(length, breadth):  
5      """  
6          Calculate the area of a rectangle.  
7          Args:  
8              length (float): The length of the rectangle.  
9              breadth (float): The breadth of the rectangle.  
10             Returns:  
11                 float: The area of the rectangle.  
12             """  
13         return length * breadth  
14     print(calculate_rectangle_area(10, 20))
```

200

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.

```
3.py X
Assignment 10.1 > 3.py > ...
1 # Refactor the code below make code more readable without changing its logic.
2
3 def calculate_percentage(part, whole):
4     """Calculate the percentage of a part relative to a whole.
5     Args:
6         part (float): The part value.
7         whole (float): The whole value."""
8     return (part * whole) / 100 # Calculates the percentage by multiplying the part with the whole and dividing by 100.
9 a=200
10 b=15
11 print(calculate_percentage(a,b))
```

30.0

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.

```
4.py ●
Assignment 10.1 > 4.py > ...
1 # Refactor the to code break repetitive or long code into reusable functions
2 students = ["Alice", "Bob", "Charlie"]
3
4 def welcome_student(student_name):
5     """Welcome a student by name."""
6     print("Welcome", student_name)
7
8 for student in students:
9     welcome_student(student)
```

Welcome Alice

Welcome Bob

Welcome Charlie

Task Description #5 – Performance Optimization

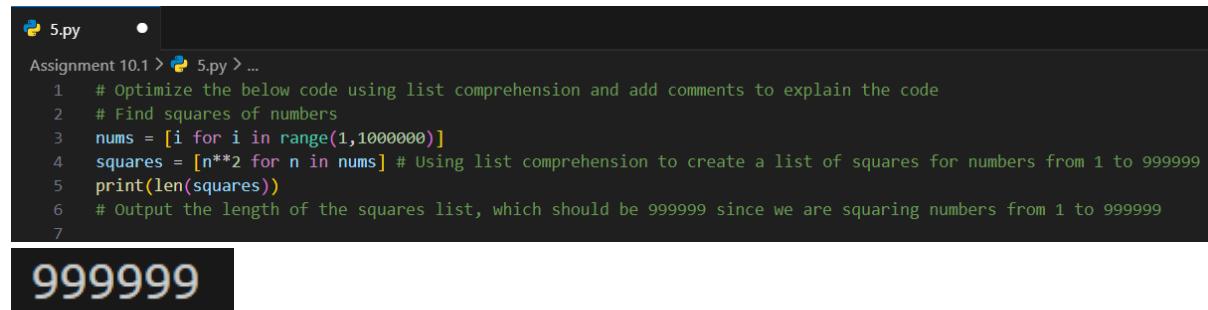
Task: Use AI to make the code run faster.

Sample Input Code:

```
# Find squares of numbers
nums = [i for i 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.



A screenshot of a terminal window titled "5.py". The window shows Python code and its output. The code is as follows:

```
Assignment 10.1 > 5.py > ...
1  # Optimize the below code using list comprehension and add comments to explain the code
2  # Find squares of numbers
3  nums = [i for i in range(1,1000000)]
4  squares = [n**2 for n in nums] # Using list comprehension to create a list of squares for numbers from 1 to 999999
5  print(len(squares))
6  # Output the length of the squares list, which should be 999999 since we are squaring numbers from 1 to 999999
7
```

The output of the code is displayed in a large, bold, black box at the bottom of the terminal window:

999999

Task Description #6 – Complexity Reduction

Task: Use AI to simplify overly complex logic.

Sample Input Code:

```
def grade(score):
```

```
    if score >= 90:
```

```
        return "A"
```

```
    else:
```

```
        if score >= 80:
```

```
            return "B"
```

```
        else:
```

```
            if score >= 70:
```

```
                return "C"
```

```
            else:
```

```
                if score >= 60:
```

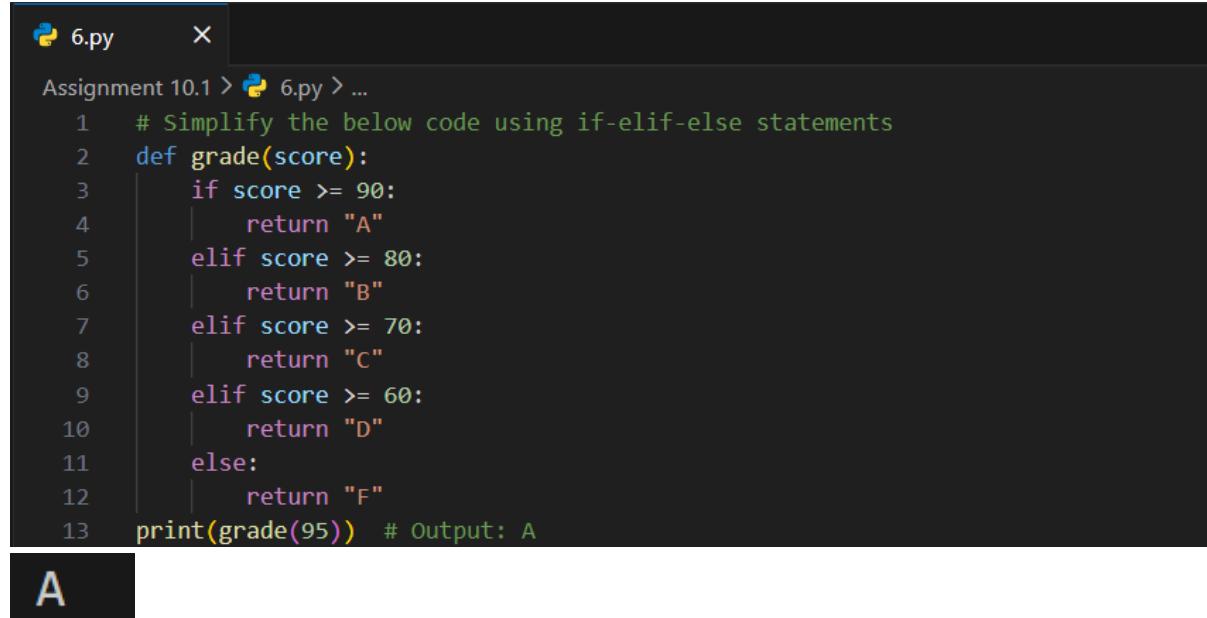
```
                    return "D"
```

```
                else:
```

```
return "F"
```

Expected Output:

- Cleaner logic using elif or dictionary mapping.



A screenshot of a code editor window titled "6.py". The code is a Python function named "grade" that takes a score as input and returns a grade based on the score. The code uses nested if-elif-else statements. The output of the code, when run with a score of 95, is "A".

```
Assignment 10.1 > 6.py > ...
1 # Simplify the below code using if-elif-else statements
2 def grade(score):
3     if score >= 90:
4         return "A"
5     elif score >= 80:
6         return "B"
7     elif score >= 70:
8         return "C"
9     elif score >= 60:
10        return "D"
11    else:
12        return "F"
13 print(grade(95)) # Output: A
```