

# AI Assistant Coding

## Assignment 10.1

Name : N. Eshwar

HT. No : 2303A52072

Batch: 32

### 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:

```
# Calculate average score of a student  
def calc_average(marks):  
    total = 0  
    for m in marks:  
        total += m  
    average = total / len(marks)  
    return average # Typo fixed  
marks = [85, 90, 78, 92] #output shpuld be 86.25  
print("Average Score is ", calc_average(marks))
```

### Output:

```
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.

**Code:**

```
#refactor the above code with proper function definition and docstring in  
google style comments.  
def area_of_rectangle(length: float, breadth: float) -> float:  
    """  
    Calculate the area of a rectangle.  
  
    Args:  
        length (float): The length of the rectangle.  
        breadth (float): The breadth of the rectangle.  
  
    Returns:  
        float: The area of the rectangle.  
    raises:  
        ValueError: If length or breadth is negative.  
        TypeError: If length or breadth is not a number.  
    """  
  
    if not isinstance(length, (int, float)) or not isinstance(breadth, (int,  
float)):  
        raise TypeError("Length and breadth must be numbers.")  
  
    if length < 0 or breadth < 0:  
        raise ValueError("Length and breadth must be non-negative.")  
    return length * breadth  
# Example usage  
try:  
    print(area_of_rectangle(-10, 20))  
except ValueError as e:  
    print(e)  
try:  
    print(area_of_rectangle("10", 20))  
except TypeError as e:  
    print(e)
```

---

### 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:**

```
#add discriptive names to the variables and function with clear formatting and  
inline comments  
def calculate_percentage(value, percentage):  
    # This function calculates the percentage of a given value  
    return value * percentage / 100  
# Define the value and percentage to be calculated  
total_amount = 200  
percentage_to_calculate = 15  
# Calculate the percentage and print the result  
result = calculate_percentage(total_amount, percentage_to_calculate)  
print(result)
```

---

### 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:**

```
#make the code reusable with a function and loop through the list of students  
def welcome_students(student_list):
```

```
# This function takes a list of students and prints a welcome message for
each student
def welcome_students(student_list):
    for student in student_list:
        print("Welcome", student)
# Define the list of students
students = ["Alice", "Bob", "Charlie"]
# Call the function to welcome each student
welcome_students(students)
```

---

## 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)]
start_time = time.time()
squares = []
for n in nums:
    squares.append(n**2)
print(len(squares))
end_time = time.time()
print(f"Time taken: {end_time - start_time} seconds")
```

**Expected Output:**

- Optimized code using list comprehensions or vectorized operations.

**Code:**

```
# recator the below code to optimzied code to reduce the time complexity with
list comprehension
time.sleep(1) # Simulating some delay
nums = [i for i in range(1,1000000)]
start_time = time.time()
squares = [n**2 for n in nums]
print(len(squares))
end_time = time.time()
print(f"Time taken: {end_time - start_time} seconds")

#more optimize code
time.sleep(1) # Simulating some delay
start_time = time.time()
print(len([n**2 for n in range(1,1000000)]))
end_time = time.time()
print(f"Time taken: {end_time - start_time} seconds")
```

---

## 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.

**Code:**

```
# make the above code with reducing complexity and improving readability using
elif statements or dictionary mapping
def grade(score):
    if score >= 90:
        return "A"
    elif score >= 80:
        return "B"
    elif score > 70:
        return "C"
    elif score > 60:
        return "D"
    else:
        return "F"

score = 85
strt_time = time.time()
print(grade(score))
end_time = time.time()
print("Execution time:", end_time - strt_time, "seconds")

# Alternatively, using dictionary mapping
def grade(score):
    grade_mapping = {
        (90, 100): "A",
```

```
        (80, 89): "B",
        (70, 79): "C",
        (60, 69): "D",
        (0, 59): "F"
    }
    for range_tuple, grade_letter in grade_mapping.items():
        if range_tuple[0] <= score <= range_tuple[1]:
            return grade_letter
    return "Invalid score"

# Example usage
score = 85
strt_time = time.time()

print(grade(score))
end_time = time.time()
print("Execution time:", end_time - strt_time, "seconds")
```