

ASSIGNMENT-10.1

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Batch-23

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.

```
C: > Users > souky > Downloads > average.py > ...
1  # refactored code with a typo and a missing parenthesis
2
3  def calc_average(marks):
4      total = 0
5      for m in marks:
6          total += m
7      average = total / len(marks)
8      return average # Fixed typo : 'avrage' to 'average' and added missing parenthesis
9  marks = [85, 90, 78, 92]
10 print("Average Score is ", calc_average(marks))
```

```
PS C:\Users\souky\Downloads> & C:\Users\souky\AppData\Local\Python\pythoncore-3.14-64\python.exe c:/Users/souky/Downloads/average.py
Average Score is 86.25
PS C:\Users\souky\Downloads> & C:\Users\souky\AppData\Local\Python\pythoncore-3.14-64\python.exe c:/Users/souky/Downloads/average.py
Average Score is 86.25
PS C:\Users\souky\Downloads> |
```

Task Description #2 – PEP 8 Compliance

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

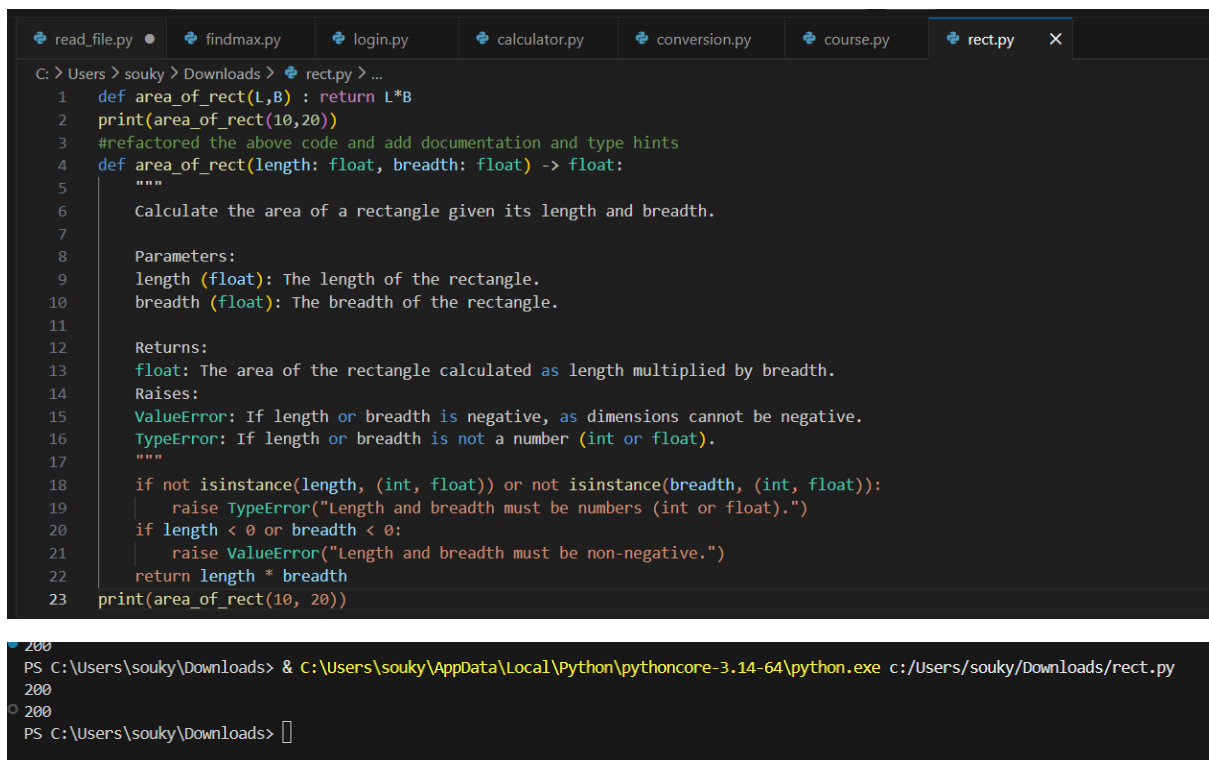
Sample Input Code:

```
def area_of_rect(L,B) : return L*B

print(area_of_rect(10,20))
```

Expected Output:

- Well-formatted PEP 8-compliant Python code.



```
read_file.py • findmax.py login.py calculator.py conversion.py course.py rect.py X
C: > Users > souky > Downloads > rect.py > ...
1  def area_of_rect(L,B) : return L*B
2  print(area_of_rect(10,20))
3  #refactored the above code and add documentation and type hints
4  def area_of_rect(length: float, breadth: float) -> float:
5      """
6      Calculate the area of a rectangle given its length and breadth.
7
8      Parameters:
9      length (float): The length of the rectangle.
10     breadth (float): The breadth of the rectangle.
11
12     Returns:
13     float: The area of the rectangle calculated as length multiplied by breadth.
14     Raises:
15     ValueError: If length or breadth is negative, as dimensions cannot be negative.
16     TypeError: If length or breadth is not a number (int or float).
17     """
18     if not isinstance(length, (int, float)) or not isinstance(breadth, (int, float)):
19         raise TypeError("Length and breadth must be numbers (int or float).")
20     if length < 0 or breadth < 0:
21         raise ValueError("Length and breadth must be non-negative.")
22     return length * breadth
23 print(area_of_rect(10, 20))

PS C:\Users\souky\Downloads> & C:\Users\souky\AppData\Local\Python\pythoncore-3.14-64\python.exe c:/Users/souky/Downloads/rect.py
200
200
PS C:\Users\souky\Downloads> |
```

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.

```
> Users > souky > OneDrive > Documents > AI Lab > read_file.py > calculate_percentage
1  def c(x,y):
2      return x*y/100
3  a=200
4  b=15
5  print(c(a,b))
6  #refactored the above code with descriptive variable names, inline comments, and clear formatting
7  def calculate_percentage(part: float, whole: float) -> float:
8      """
9      Calculate the percentage of a part relative to a whole.
10
11      Parameters:
12      part (float): The portion or part value.
13      whole (float): The total or whole value.
14
15      Returns:
16      float: The percentage calculated as (part / whole) * 100.
17      Raises:
18      ValueError: If the whole is zero, as division by zero is not allowed.
19      TypeError: If part or whole is not a number (int or float).
20      """
21      if not isinstance(part, (int, float)) or not isinstance(whole, (int, float)):
22          raise TypeError("Both part and whole must be numbers (int or float).")
23      if whole == 0:
24          raise ValueError("whole cannot be zero to avoid division by zero.")
25      return (part / whole) * 100

PS C:\Users\souky\Downloads> & C:\Users\souky\AppData\Local\Python\pythoncore-3.14-64\python.exe "c:/Users/souky/OneDrive/Documents/AI Lab/_file.py"
30.0
PS C:\Users\souky\Downloads> 
```

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.

```

C: > Users > souky > OneDrive > Documents > AI Lab > student.py > welcome_student
1  students = ["Alice", "Bob", "Charlie"]
2  print("Welcome", students[0])
3  print("Welcome", students[1])
4  print("Welcome", students[2])
5  #refactored code to reduce redundancy with reusable function
6  def welcome_student(student: str) -> None:
7      """
8      Print a welcome message for a student.
9
10     Parameters:
11     student (str): The name of the student to welcome.
12
13     Returns:
14     None
15     values:
16     student: A string representing the name of the student.
17     type error: If the input is not a string, a TypeError will be raised.
18
19     """
20     if not isinstance(student, str):
21         raise TypeError("Student name must be a string.")
22     print("Welcome", student)

```

```

PS C:\Users\souky\Downloads> & C:\Users\souky\AppData\Local\Python\pythoncore-3.14-64\python.exe "c:/Users/souky/OneDrive/Documents/AI Lab/ent.py"
Welcome Alice
Welcome Bob
Welcome Charlie
PS C:\Users\souky\Downloads>

```

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.

```
read_file.py • findmax.py login.py calculator.py conversion.py
C: > Users > souky > Downloads > square.py > ...
1  nums = [i for i in range(1,1000000)]
2  squares = []
3  for n in nums:
4      squares.append(n**2)
5  print(len(squares))
6  #refactored the above code to reduce time complexity
7  nums = [i for i in range(1,1000000)]
8  squares = [n**2 for n in nums]
9  print(len(squares))
```

```
PS C:\Users\souky\Downloads> ^C
PS C:\Users\souky\Downloads> & C:\Users\souky\AppData\Local\Python\pythoncore-3.14-64\python.exe c:/Users/souky/Down
999999
999999
PS C:\Users\souky\Downloads> █
```

```
read_file.py • findmax.py login.py calculator.py conversion.py
C: > Users > souky > Downloads > square.py > ...
1  import time
2  time1 = time.time()
3  nums = [i for i in range(1,1000000)]
4  squares = []
5  for n in nums:
6      squares.append(n**2)
7  #print(len(squares))
8  time2 = time.time()
9  print("Time taken:", time2 - time1)
10 # refactor the above code to reduce time complexity
11 time3 = time.time()
12 nums = [i for i in range(1,1000000)]
13 squares = [n**2 for n in nums]
14 #print(len(squares))
15 time4=time.time()
16 print("Time taken:", time4 - time3)
17 time5 = time.time()
18 #print(len([n**2 for n in range(1,1000000)]))
19 time6 = time.time()
20 print("Time taken:", time6 - time5)
```

```
PS C:\Users\souky\Downloads> & C:\Users\souky\AppData\Local\Python\pythoncore-3.14-64\python.exe
Time taken: 0.36050939559936523
Time taken: 0.3215620517730713
Time taken: 9.5367431640625e-07
PS C:\Users\souky\Downloads> █
```

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.

```
read_file.py student.py grade.py X findmax.py login.py calculator.py conversion.py cd
C: > Users > souky > OneDrive > Documents > AI Lab > grade.py > ...
1 def grade(score):
2     if score >= 90:
3         return "A"
4     else:
5         if score >= 80:
6             return "B"
7         else:
8             if score >= 70:
9                 return "C"
10            else:
11                if score >= 60:
12                    return "D"
13                else:
14                    return "F"
15 #refactored code to Cleaner logic using elif or dictionary mapping.
16 def grade(score: int) -> str:
17     """
18     Return the grade based on the score.
19     Parameters:
20     score (int): Student score
21     Returns:
22     str: Grade (A, B, C, D, or F)
23     """
24     if score >= 90:
25         return "A"
26     elif score >= 80:
27         return "B"
28     elif score >= 70:
29         return "C"
30     elif score >= 60:
31         return "D"
32     else:
33         return "F"
34 print (grade(95))
35 def grade(score: int) -> str:
36     """
37     Return the grade based on the score using dictionary mapping.
38     """
39     grade_map = {
40         90: "A",
41         80: "B",
42         70: "C",
43         60: "D",
44         0: "F"
45     }
46     for cutoff, letter in grade_map.items():
47         if score >= cutoff:
48             return letter
49 print (grade(85))
50
```

```
PS C:\Users\souky\Downloads> & C:\Users\souky\AppData\Local\Python\pythoncore-3.14-64\python.exe "c:/Users/souky/OneDrive/Documents/AI Lab/grad
PS C:\Users\souky\Downloads> & C:\Users\souky\AppData\Local\Python\pythoncore-3.14-64\python.exe "c:/Users/souky/OneDrive/Doc
uments/AI Lab/grade.py"
A
B
PS C:\Users\souky\Downloads>
```