

# ASSIGNMENT – 6.1

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Batch-12 Task

1:

(Classes – Employee Management)

- Task: Use AI to create an Employee class with attributes (name, id, salary) and a method to calculate yearly salary.

CODE:

```
class Employee:
    def __init__(self, name, id, salary):
        self.name = name
        self.id = id
        self.salary = salary

    def display_details(self):
        print(f"Employee Name: {self.name}")
        print(f"Employee ID: {self.id}")
        print(f"Monthly Salary: ${self.salary}")

    def calculate_bonus(self, bonus_percentage):
        bonus_amount = self.salary * (bonus_percentage / 100)
        print(f"Calculated Bonus: ${bonus_amount}")
        return bonus_amount

# Example usage:
employee1 = Employee("Alice", "E123", 5000)
employee1.display_details()
bonus = employee1.calculate_bonus(10) # Calculate 10% bonus
```

OUTPUT:

```
Employee Name: Alice
Employee ID: E123
Monthly Salary: $5000
Calculated Bonus: $500.0
```

## Task 2 :

### (Loops – Automorphic Numbers in a Range)

- Task: Prompt AI to generate a func on that displays all Automorphic numbers between 1 and 1000 using a for loop.

## CODE:

```
# Review of the existing find_automorphic_numbers function (for loop implementation)

def find_automorphic_numbers(start, end):
    """
    Finds and displays automorphic numbers within a given range.

    An automorphic number is a number whose square ends in the same digits
    as the number itself.

    Args:
        start: The beginning of the range (inclusive).
        end: The end of the range (inclusive).
    """
    print(f"Automorphic numbers between {start} and {end}:")
    for num in range(start, end + 1):
        square = num * num
        if str(square).endswith(str(num)):
            print(num)

# Correctness Analysis:
# The logic of squaring the number and checking if the string representation
# of the square ends with the string representation of the original number
# is a correct way to identify automorphic numbers. The `endswith()` string
# method is suitable for this check. The function iterates through the specified
# range (inclusive), so it covers all numbers in the range.

# Efficiency Analysis:
# The time complexity of this implementation is  $O(n * \log_{10}(n))$ , where  $n$  is the range ( $\text{end} - \text{start} + 1$ ).
# The loop runs ' $n$ ' times. Inside the loop, the multiplication ' $\text{num} * \text{num}$ ' takes constant time for typical integer sizes.
# Converting numbers to strings and performing the ' $\text{endswith}()$ ' check takes time proportional to the number of digits in the number and its square.
# The number of digits in a number ' $x$ ' is approximately  $\log_{10}(x)$ . The number of digits in  $x*x$  is approximately  $\log_{10}(x*x) = 2 * \log_{10}(x)$ .
# Therefore, the string operations take roughly  $O(\log_{10}(\text{num}))$  time.
# Since the loop iterates from ' $\text{start}$ ' to ' $\text{end}$ ', the maximum value of ' $\text{num}$ ' is ' $\text{end}$ '.
# So, for each iteration, the dominant operation related to the magnitude of the numbers is the string conversion and comparison, which is  $O(\log_{10}(\text{end}))$ .
# Thus, the overall time complexity is  $O((\text{end} - \text{start} + 1) * \log_{10}(\text{end}))$ .
# For the given range of 1 to 1000, this is highly efficient and acceptable. As the range grows, the time taken will increase roughly linearly with the :
```

## OUTPUT:

```
Automorphic numbers between 1 and 1000:
1
5
6
25
76
376
625
```

## Subtask:

Examine the existing code for correctness and discuss its efficiency.

## WHILE LOOP:

```
def find_automorphic_numbers_while(start, end):
    """
    Finds and displays automorphic numbers within a given range using a while loop.

    An automorphic number is a number whose square ends in the same digits
    as the number itself.

    Args:
        start: The beginning of the range (inclusive).
        end: The end of the range (inclusive).
    """
    print(f"Automorphic numbers between {start} and {end} (using while loop):")
    num = start
    while num <= end:
        square = num * num
        if str(square).endswith(str(num)):
            print(num)
        num += 1

# Find automorphic numbers between 1 and 1000 using the while loop function
find_automorphic_numbers_while(1, 1000)
```

Automorphic numbers between 1 and 1000 (using while loop):

1  
5  
6  
25  
76  
376  
625

## COMPARISON:

### 1. Syntax and Structure:

- For loop (find\_automorphic\_numbers): Uses 'for num in range(start, end + 1):'
- The loop initialization ('num = start'), condition ('num <= end'), and iteration step ('num += 1') are implicitly handled by the 'range()' function and the 'for' statement.
- While loop (find\_automorphic\_numbers\_while): Uses 'while num <= end:' -
  - Requires explicit initialization of the loop variable ('num = start') before the loop.
  - Requires explicit updating of the loop variable ('num += 1') within the loop body.
  - The loop condition ('num <= end') is stated directly in the 'while' statement.

### 2. Readability and Conciseness:

- For loop: Generally considered more readable and concise when iterating over a known sequence or range.
- The structure 'for item in sequence:' clearly indicates iteration over a collection.
- For iterating through a range, the 'range()' function makes the start and end points immediately clear.
- While loop: Can be slightly less concise for simple range iteration as it requires managing the loop variable manually.

- More suitable when the number of iterations is not known in advance or the loop termination depends on a complex condition.
- For this specific task (iterating through a defined range), the for loop is arguably more idiomatic and slightly more readable.

### 3. Performance and Efficiency:

- For loop and While loop implementations for this task are expected to have virtually identical performance.
- Both loops execute the same core logic (squaring, string conversion, ends-with check) for each number in the range.
- The underlying operations within the loops are the same.
- Any minor differences in overhead are negligible for typical ranges like 1 to 1000.
- Both implementations have a time complexity of  $O((\text{end} - \text{start} + 1) * \log_{10}(\text{end}))$  as discussed previously.

### 4. Advantages and Disadvantages for this Task:

- For loop:
  - Advantage: More natural and concise syntax for iterating over a fixed range. Less prone to infinite loops due to forgetting to update the loop variable.
  - Disadvantage: Less flexible than a while loop if the iteration logic becomes more complex and doesn't fit the simple 'iterate over a sequence' pattern.
- While loop:
  - Advantage: More flexible when the loop condition is not directly tied to iterating through a simple range or sequence. Useful for conditions that change dynamically.
  - Disadvantage: Requires more careful management of the loop variable (initialization and update), increasing the potential for off-by-one errors or infinite loops if not handled correctly.
- For this specific task, the advantage of flexibility offered by the while loop is not particularly needed, making the for loop a slightly better fit in terms of simplicity and conciseness.

Conclusion: For finding automorphic numbers within a fixed range, the `for` loop implementation is generally preferred due to its cleaner syntax and reduced risk of errors related to loop variable management, although both implementations are equally efficient.

### Task 3 :

#### (Conditional Statements – Online Shopping Feedback Classification)

- Task: Ask AI to write nested if-elif-else conditions to classify online shopping feedback as Positive, Neutral, or Negative based on a numerical rating (1–5).

#### CODE:

```
def classify_feedback(rating):  
    """  
    Classifies online shopping feedback as Positive, Neutral, or Negative  
    based on a numerical rating from 1 to 5 using nested if-elif-else.  
  
    Args:  
        rating: A numerical rating from 1 to 5.  
  
    Returns:  
        A string indicating the feedback classification ("Positive", "Neutral",  
        "Negative"), or "Invalid rating" if the input is outside the 1-5 range.  
    """  
    if 1 <= rating <= 5:  
        if rating >= 4:  
            return "Positive"  
        elif rating == 3:  
            return "Neutral"  
        else: # rating is 1 or 2  
            return "Negative"  
    else:  
        return "Invalid rating"  
  
# Example usage:  
print(f"Rating 5: {classify_feedback(5)}")  
print(f"Rating 3: {classify_feedback(3)}")  
print(f"Rating 1: {classify_feedback(1)}")  
print(f"Rating 0: {classify_feedback(0)}")  
print(f"Rating 6: {classify_feedback(6)}")
```

#### OUTPUT:

```
➡ Rating 5: Positive  
Rating 3: Neutral  
Rating 1: Negative  
Rating 0: Invalid rating  
Rating 6: Invalid rating
```

#### Task 4 (Loops – Prime Numbers in a Range)


- Task: Generate a func on using AI that displays all prime numbers within a user-specified range (e.g., 1 to 500).

#### CODE:

```
def find_prime_numbers_for(start, end):  
    """  
    Finds and displays prime numbers within a given range using a for loop.  
  
    Args:  
        start: The beginning of the range (inclusive).  
        end: The end of the range (inclusive).  
    """  
    print(f"Prime numbers between {start} and {end} (using for loop):")  
    for num in range(start, end + 1):  
        # Prime numbers are greater than 1  
        if num > 1:  
            is_prime = True  
            # Check for factors from 2 up to the number itself (exclusive)  
            for i in range(2, num):  
                if (num % i) == 0:  
                    is_prime = False  
                    break # Not prime, so break the inner loop  
            if is_prime:  
                print(num)  
  
# Find prime numbers between 1 and 500 using the for loop function  
find_prime_numbers_for(1, 500)
```

#### OUTPUT:

Prime numbers between 1 and 500 (using for loop):



2  
3  
5  
7  
11  
13  
17  
19  
23  
29  
31  
37  
41  
43  
47  
53  
59  
61  
67  
71  
73  
79  
83  
89  
97  
101  
103  
107  
109  
113  
127  
131  
137  
139  
149  
151  
157  
163  
167  
173  
179  
181  
191  
193  
197  
199  
211  
223  
227  
229

Subtask:

Examine the generated code for correctness and discuss its efficiency, particularly focusing on the prime-checking logic.

```
# Review of the existing find_prime_numbers_for function (for loop implementation)

def find_prime_numbers_for(start, end):
    """
    Finds and displays prime numbers within a given range using a for loop.

    Args:
        start: The beginning of the range (inclusive).
        end: The end of the range (inclusive).
    """
    print(f"Prime numbers between {start} and {end} (using for loop):")
    for num in range(start, end + 1):
        # Prime numbers are greater than 1
        if num > 1:
            is_prime = True
            # Check for factors from 2 up to the number itself (exclusive)
            for i in range(2, num):
                if (num % i) == 0:
                    is_prime = False
                    break # Not prime, so break the inner loop
            if is_prime:
                print(num)

# Correctness Analysis:
# The function correctly handles numbers greater than 1.
# It correctly identifies 2 as prime because the inner loop range(2, 2) is empty,
# and is_prime remains True.
# For numbers greater than 2, it checks for divisibility by all integers from 2 up to num - 1.
# If any divisor is found, the number is marked as not prime, and the inner loop breaks.
# If no divisor is found after checking all numbers up to num - 1, the number is considered prime.
# This logic is correct for identifying prime numbers.
# Edge case: Numbers less than or equal to 1 are correctly excluded as non-prime.

# Efficiency Analysis:
# The outer loop iterates through each number from start to end, which is O(end - start + 1) iterations.
# The inner loop iterates from 2 up to num - 1. In the worst case (when num is prime or has no small factors),
# this inner loop runs approximately num - 2 times, which is O(num) iterations.
# For each iteration of the inner loop, the modulo operation (num % i) is performed, which is a constant time operation.
# Therefore, the time complexity of checking a single number 'num' for primality is O(num).
# The overall time complexity of the find_prime_numbers_for function is the sum of the complexities
# for checking each number from start to end. In the worst case (e.g., checking many prime numbers),
# this is approximately the sum of O(num) for each num from start to end.
# This results in a time complexity of roughly O(end^2) in the worst case for the range 1 to end.
# For a range of 1 to 500, this O(n^2) approach is acceptable. However, for much larger ranges,
# this approach becomes inefficient as the time taken increases quadratically with the upper limit of the range.
# For example, checking primality up to 10,000 would be significantly slower than up to 500.
```

Subtask: Create an optimized version of the function, for example, by using the square root method for prime checking.

```
[11] import math

def find_prime_numbers_optimized(start, end):
    """
    Finds and displays prime numbers within a given range using an optimized
    approach (checking factors up to the square root).

    Args:
        start: The beginning of the range (inclusive).
        end: The end of the range (inclusive).
    """
    print(f"Prime numbers between {start} and {end} (optimized):")
    for num in range(start, end + 1):
        # Prime numbers are greater than 1
        if num > 1:
            # Handle the special case of 2
            if num == 2:
                print(num)
                continue # Move to the next number

            # Check for factors from 2 up to the square root of the number
            is_prime = True
            # We only need to check up to the integer part of the square root
            limit = int(math.sqrt(num))
            for i in range(2, limit + 1):
                if (num % i) == 0:
                    is_prime = False
                    break # Not prime, so break the inner loop
            if is_prime:
                print(num)

# Find prime numbers between 1 and 500 using the optimized function
find_prime_numbers_optimized(1, 500)
```

output:



Prime numbers between 1 and 500 (optimized):	
2	
3	
5	
7	
11	
13	
17	
19	
23	
29	
31	229
37	233
41	239
43	241
47	251
53	257
59	263
61	269
67	271
71	277
73	281
79	283
83	293
89	307
97	311
101	313
103	317
107	331
109	337
113	347
127	349
131	353
137	359
139	367
149	373
151	379
157	383
163	389
167	397
173	401
179	409
181	419
191	421
193	431
197	433
199	439
211	443
223	449
227	457
229	461
233	463
239	467
241	479
251	487
257	491
263	499

Subtask:

Discuss the differences in efficiency between the initial and optimized versions.  
Comparison of Efficiency: Initial ( $O(n^2)$ ) vs. Optimized ( $O(n * \sqrt{n})$ ) Prime Finding:

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### 1. Time Complexity Comparison:

- Initial (for loop):  $O(\text{end}^2)$
- The inner loop checks for divisibility up to  $\text{num} - 1$  for each number  $\text{num}$ , leading to a quadratic relationship with the upper limit of the range ( $\text{end}$ ).
- Optimized (square root method):  $O(\text{end} * \sqrt{\text{end}})$
- For each number  $\text{num}$ , the inner loop checks for divisibility up to  $\sqrt{\text{num}}$ . The maximum value of  $\sqrt{\text{num}}$  is  $\sqrt{\text{end}}$ .
- The overall complexity is the sum of checking each number, which is approximately proportional to  $\text{end} * \sqrt{\text{end}}$ .

### 2. Why checking up to the square root is sufficient:

To determine if a number  $\text{num}$  is prime, we need to check if it has any divisors other than 1 and itself.

If  $\text{num}$  has a divisor  $i$  such that  $1 < i < \text{num}$ , then  $\text{num} = i * j$  for some integer  $j$  where  $1 < j < \text{num}$ .

If  $i$  is a divisor, then  $j = \text{num} / i$  is also a divisor.

Consider the relationship between  $i$  and  $j$ :

- If  $i < \sqrt{\text{num}}$ , then  $j = \text{num} / i > \text{num} / \sqrt{\text{num}} = \sqrt{\text{num}}$ . So, if there's a divisor less than the square root, there's a corresponding divisor greater than the square root.
- If  $i > \sqrt{\text{num}}$ , then  $j = \text{num} / i < \text{num} / \sqrt{\text{num}} = \sqrt{\text{num}}$ . So, if there's a divisor greater than the square root, there's a corresponding divisor less than the square root.
- If  $i = \sqrt{\text{num}}$ , then  $\text{num}$  is a perfect square, and  $i = j = \sqrt{\text{num}}$  is a divisor.

This means that if a number `num` has any divisor other than 1 and itself, it must have at least one divisor less than or equal to its square root.

Therefore, to check for primality, we only need to test for divisibility by integers from 2 up to the integer part of  $\sqrt{\text{num}}$ .

### 3. Contribution to overall performance improvement:

The reduction in the number of checks for each number significantly improves performance, especially for larger ranges.

For a number `num`, the initial method performs approximately `num` checks in the worst case.

The optimized method performs approximately  $\sqrt{\text{num}}$  checks in the worst case.

The number of checks is reduced from linear (proportional to `num`) to sublinear (proportional to  $\sqrt{\text{num}}$ ).

As the range (`end`) increases, the difference between  $\text{end}^2$  and  $\text{end} * \sqrt{\text{end}}$  grows substantially.

For example:

- If  $\text{end} = 100$ , initial checks  $\sim 100^2 = 10,000$ . Optimized checks  $\sim 100 * \sqrt{100} = 100 * 10 = 1,000$ .
- If  $\text{end} = 1000$ , initial checks  $\sim 1000^2 = 1,000,000$ . Optimized checks  $\sim 1000 * \sqrt{1000} \approx 1000 * 31.6 \approx 31,600$ .
- If  $\text{end} = 10000$ , initial checks  $\sim 10000^2 = 100,000,000$ . Optimized checks  $\sim 10000 * \sqrt{10000} = 10000 * 100 = 1,000,000$ .

The optimized method performs significantly fewer checks for each number, and this saving accumulates over the entire range, leading to a much faster execution time for larger inputs.

## Task 5 (Classes – Library System)

- Task: Use AI to build a Library class with methods to add\_book(), issue\_book(), and display\_books().

### CODE:

```
class Library:
    def __init__(self):
        self.books = [] # List to store books (e.g., as dictionaries or objects)

    def add_book(self, book):
        """Adds a book to the library."""
        self.books.append(book)
        print(f"Book '{book}' added to the library.")

    def issue_book(self, book_title):
        """Issues a book from the library."""
        if book_title in self.books:
            self.books.remove(book_title)
            print(f"Book '{book_title}' issued successfully.")
        else:
            print(f"Book '{book_title}' not available in the library.")

    def display_books(self):
        """Displays all books currently in the library."""
        if self.books:
            print("Books in the library:")
            for book in self.books:
                print(f"- {book}")
        else:
            print("The library is currently empty.")

# Example Usage:
my_library = Library()

my_library.add_book("The Hitchhiker's Guide to the Galaxy")
my_library.add_book("Pride and Prejudice")
my_library.add_book("1984")

my_library.display_books()

my_library.issue_book("Pride and Prejudice")
my_library.issue_book("Moby Dick") # Trying to issue an unavailable book

my_library.display_books()
```

### OUTPUT:

```
Book 'The Hitchhiker's Guide to the Galaxy' added to the library.
Book 'Pride and Prejudice' added to the library.
Book '1984' added to the library.
Books in the library:
- The Hitchhiker's Guide to the Galaxy
- Pride and Prejudice
- 1984
Book 'Pride and Prejudice' issued successfully.
Book 'Moby Dick' not available in the library.
Books in the library:
- The Hitchhiker's Guide to the Galaxy
- 1984
```

