# **AI ASSISTED CODING**

# LAB-13.2

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BATCH:03

# **TASK-01:**

Remove Repetition.

# PROMPT:

Refactor the following redundant 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
```

# CODE:

```
| lab134 > \Phi 134.lpy \Phi | 134.lpy \Phi | 134.lpy | Phi 134.lpy | Ph
```

## **OUTPUT:**

```
PS C:\Users\ramch\OneDrive\Desktop\ai> & C:\Users\ramch\OppData/Local\Programs\Python\Python312\python.exe c:\Users\ramch\OneDrive\Desktop\ai\lab13.4\13.4.4.py
Original loop result: [1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
List comprehension result: [1, 4, 9, 16, 25, 36, 49, 64, 81, 100]

PS C:\Users\ramch\OneDrive\Desktop\ai> & C:\Users\ramch\OppData\Local\Programs\Python\Python312\python.exe c:\Users\ramch\OneDrive\Desktop\ai\lab13.4\13.4.1.py
Rectangle Area: 50
Square Area: 49
Circle Area: 28.27

PS C:\Users\ramch\OneDrive\Desktop\ai>
```

## **OBSERVATION:**

The function calculate\_area computes the area of a rectangle, square, or circle based on the given dimensions. It converts the shape name to lowercase for consistency, uses x as the main dimension and y as an optional width for rectangles, and calculates the area accordingly. For rectangles, both x and y are required, squares use  $x^*2$ , and circles use math.pi \*  $x^*2$ . It raises an error if the shape is unknown or if required dimensions are missing. The docstring explains its usage and parameters.

## **TASK-02:**

Error Handling in Legacy Code.

## PROMPT:

The following python code that reads the file but it doesn't handle the errors . rewrite the code by correcting all the errors.

```
def read_file(filename):
f = open(filename, "r")
data = f.read()
f.close()
return data
```

## CODE:

## **OUTPUT:**

## **OBSERVATION:**

The refactored function safely reads a file using with open(), ensuring the file is automatically closed, and uses try-except to handle errors like missing files or read failures. It provides clear error messages instead of crashing, making the code more robust and reliable.

# **TASK-03:**

Complex refactoring

## **PROMPT:**

Rewrite the following code by adding the proper variable names and refactor it in a proper way.

```
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
```

## CODE:

```
class Student:

def calculate_total_marks(self) -> float:

Returns:
    float: The total sum of marks. Returns 0.0 if no marks are present.

"""

# Al uses sum() for better readability and efficiency
return sum(self.marks)

def calculate_average_marks(self) -> float:

"""

calculates the average of all marks obtained by the student.

Returns:
    float: The average marks. Returns 0.0 if no marks are present.

"""

if not self.marks:
    return 0.0
return sum(self.marks) / len(self.marks)

# --- Example Usage ---

if __name_ == "__main__";
    student! = Student("Alice smith", 18, [85.5, 90.0, 78.5])

student1.display_details()

print("flotal Marks: (student1.calculate_total_marks():.2f)")

print("flotal Marks: (student1.calculate_average_marks():.2f)")

print("N---- Another Student ---")

student2 = Student("Bob Johnson", 19, [70, 65, 80, 75])

student2.display_details()

print("Total Marks: (student2.calculate_total_marks():.2f)")

print("Total Marks: (student2.calculate_average_marks():.2f)")

print("Total Marks: (student2.calculate_average_marks():.2f)")

print("Total Marks: (student2.calculate_average_marks():.2f)")

print("Total Marks: (student2.calculate_average_marks():.2f)")
```

## **OUTPUT:**

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

PS C:\Users\ramch\OneDrive\Desktop\ai> & C:\Users\ramch\AppData/Local/Programs/Python/Python312/python.exe c:\Users\ramch\OneDrive\Desktop\ai/lab13.4/13.4.3.py

--- Student Details ---
Name: Alice Smith
Age: 18
Marks: [85.5, 90.0, 78.5]
Total Marks: 254.00
Average Marks: 84.67

--- Another Student ---
--- Student Details ---
Name: Bob Johnson
Age: 19
Marks: [70, 65, 80, 75]
Total Marks: 290.00
Average Marks: 72.50

PS C:\Users\ramch\OneDrive\Desktop\ai>
```

## **OBSERVATION:**

The refactored Student class improves readability and modularity by using meaningful names, storing marks in a list, and adding docstrings. The details method prints information clearly with formatted strings, and total efficiently sums marks using sum(). The design is now more flexible and easier to extend.

# **TASK-04:**

**Inefficient Loop Refactoring** 

## **PROMPT:**

I have a Python loop that computes squares of numbers and appends them to a list, but it seems inefficient. Can you rewrite it in a shorter, more Pythonic way and explain why it's better?

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

## CODE:

```
lab13.4 >  13.4.4.py > ...

1  # Original (inefficient) loop

2  nums = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]

3  squares_old = []

4  for i in nums:

5  | squares_old.append(i * i)

6  print(f"Original loop result: {squares_old}")

7

8  # Refactored using a list comprehension

9  squares_new = [i * i for i in nums]

10  print(f"List comprehension result: {squares_new}")

11
```

# **OUTPUT:**

```
PS C:\Users\ramch\OneDrive\Desktop\ai> & C:\Users\ramch\AppData\Local\Programs\Python\Python312\python.exe c:\Users\ramch\OneDrive\Desktop\ai\lab13.4\13.4.4.py
Original loop result: [1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
List comprehension result: [1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
PS C:\Users\ramch\OneDrive\Desktop\ai>
PS C:\Users\ramch\OneDrive\Desktop\ai>
```

## **OBSERVATION:**

The list comprehension makes the code shorter, more readable, and efficient by replacing the explicit loop and append() method with a single expression.