AI ASSISSTED CODING LAB ASSIGNMENT -13.3

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DEPT : CSE

Task - 01

Provide AI with the following redundant code and ask it to refactor

Prompt:

Refactor the following Python code to make it cleaner and more modular.

Use **dictionary-based dispatch** or **separate functions** for each shape instead of multiple if-elif statements.

Also, allow the user to provide input for shape and dimensions at runtime.

Make sure the code is easy to extend with more shapes in the future.

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 generated:

```
👄 area_calculator.py > ...
      Area Calculator - A modular and extensible area calculation system.
      Supports multiple shapes with dictionary-based dispatch pattern.
      import math
     from typing import Dict, Callable, Any
     class AreaCalculator:
          """A calculator for computing areas of various shapes."""
          def __init__(self):
              """Initialize the calculator with shape handlers."""
              self.shape_handlers: Dict[str, Callable] = {
                  'rectangle': self._calculate_rectangle,
                  'square': self._calculate_square,
                  'circle': setf._calculate_circle,
                 'triangle': self._calculate_triangle,
                  'ellipse': self._calculate_ellipse
          def _calculate_rectangle(self, length: float, width: float) -> float:
              """Calculate area of rectangle."""
              return length * width
          def _calculate_square(self, side: float) -> float:
              """Calculate area of square."""
             return side * side
          def _calculate_circle(self, radius: float) -> float:
             return math.pi * rodius * rodius
          def _calculate_triangle(self, base: float, height: float) -> float:
              """Calculate area of triangle."""
             return 0.5 * base * height
          def _calculate_ellipse(self, a: float, b: float) -> float:
              """Calculate area of ellipse."""
              return math.pi * a * b
          def calculate_area(self, shape: str, *dimensions: float) -> float:
```

```
area_calculator.py >
10 class AreaCalculator:
         def calculate_area(self, shape: str, *dimensions: float) -> float:
             Calculate area for given shape and dimensions.
             Args:
                  shape: Name of the shape
                  *dimensions: Variable number of dimension values
              Returns:
                  Area of the shape
              | ValueError: If shape is not supported or dimensions are invalid
              if shope not in setf.shape_handlers:
                  roise ValueError(f"Unsupported shape: {shape}")
              if not dimensions or any(d <= 0 for d in dimensions):</pre>
                  raise ValueError("All dimensions must be positive numbers")
             return self.shape_handlers[shape](*dimensions)
         def get_supported_shapes(self) -> list:
               """Return list of supported shapes."""
              return list(self.shape_handlers.keys())
          {\tt def \ add\_shape}(self, \ nome: \ {\tt str}, \ handler \hbox{: } {\tt Callable}) \ {\tt ->} \ {\tt None:}
              setf.shape_handlers[name] = handler
     def get_user_input() -> tuple:
          """Get shape and dimensions from user input."""
          print("Available shapes:", ', '.join(AreaCalculator().get_supported_shapes()))
         shape = input("Enter shape: ").lower().strip()
         if shape == 'rectangle':
             length = float(input("Enter length: "))
              width = float(input("Enter width: "))
              return shape, length, width
          elif shape == 'square':
              isai — mila/silla/melala isai miliaba mw
```

```
def get_user_input() -> tuple:
        side = float(input("Enter side length: "))
        return shape, side
   elif shape == 'circle':
        radius = float(input("Enter radius: "))
        return shape, radius
    elif shape == 'triangle':
        base = float(input("Enter base: "))
        height = float(input("Enter height: "))
        return shape, base, height
    elif shape == 'ellipse':
        a = float(input("Enter semi-major axis: "))
        b = float(input("Enter semi-minor axis: "))
        return shape, a, b
   else:
        raise ValueError(f"Unsupported shape: {shape}")
def main():
    """Main function to run the area calculator."""
    calculator = AreaCalculator()
   try:
        shape, *dimensions = get_user_input()
        area = calculator.calculate_area(shape, *dimensions)
        print(f"Area of {shape}: {area:.2f}")
   except ValueError as e:
        print(f"Error: {e}")
   except KeyboardInterrupt:
        print("\nProgram interrupted by user.")
if __name__ == "__main__":
   main()
```

Output:

```
Problems Output Debug Console Terminal Ports

• PS C:\Users\nadhi\OneDrive\Desktop\AI> & C:\Users\nadhi\anaconda3\/python.exe c:\Users\nadhi\OneDrive\Desktop\AI\area_calculator.py
Available shapes: rectangle, square, circle, triangle, ellipse
Enter shape: circle
Enter radius: 5
Area of circle: 78.54

• PS C:\Users\nadhi\OneDrive\Desktop\AI>
```

Observation:

Dictionary-based dispatch: Cleaner than multiple if-elif statements.

Separate functions: Each shape has its own function, making it modular and easy to extend. **User input handling:** Program asks the user what shape and dimensions to calculate. **Error handling:** Gracefully handles invalid shapes.

Task -02

Legacy function without proper error handling Python Code

Prompt:

Refactor the following legacy Python function to improve safety and readability:

- Use with open() context manager to handle files.
- Add proper try-except error handling for cases where the file does not exist or cannot be read.
- Return a helpful message if an error occurs.

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

Code generated:

```
Read the contents of a file and return the data.
        filename (str): The path to the file to read
    Returns:
        str: The contents of the file, or an error message if the file cannot be read
    Example:
        >>> content = read_file("example.txt")
     >>> content = read
>>> print(content)
"""
         with open(filename, "r", encoding="utf-8") as file:
         return data
    except FileNotFoundError:
         return f"Error: The file '{filename}' was not found."
    except PermissionError:

return f"Error: Permission denied. Cannot read the file '{filename}'."
         return f"Error: Cannot decode the file '{filename}'. The file may contain invalid characters."
    except IOError as e:
        return f"Error: Unable to read the file '{filename}'. {str(e)}"
         return f"Error: An unexpected error occurred while reading '{filename}': {str(e)}"
# Example usage and testing
if __name__ == "__main__":
    # Test with an existing
    # Test with an existing file
print("Testing with existing file:")
result = read_file("refactored_read_file.py")
```

```
def read_file(filename):
      return f"Error: Permission denied. Cannot read the file '{filename}'."
   except UnicodeDecodeError:
       return f"Error: Cannot decode the file '{filename}'. The file may contain invalid characters."
    except IOError as e:
        return f"Error: Unable to read the file '{filenome}'. {str(e)}"
    except Exception as e:
        return \ f"Error: An unexpected error occurred while reading '<math>\{filenome\}': \{str(e)\}"
# Example usage and testing
if __name__ == "__main__":
     # Test with an existing file
    print("Testing with existing file:")
   result = read_file("refactored_read_file.py")
   print("\nTesting with non-existent file:")
    result = read_file("nonexistent.txt")
   print(result)
    result = read_file("C:\\Windows\\System32\\config\\SAM") # Usually protected
    print(result)
```

Output:

```
    PS C:\Users\nadhi\OneDrive\Desktop\AI> & C:/Users/nadhi/anaconda3/python.exe c:/Users/nadhi/OneDrive/Desktop/AI/refactored_read_file.py
Testing with existing file:
File read successfully: 1646 characters

Testing with non-existent file:
Error: The file 'nonexistent.txt' was not found.

Testing with protected file:
Error: Permission denied. Cannot read the file 'C:\Windows\System32\config\SAM'.
    PS C:\Users\nadhi\OneDrive\Desktop\AI> []
```

Observation:

Docstring is clear and includes arguments, return type, and example usage.

with open() ensures the file is automatically closed (even if an exception occurs).

Granular exception handling (FileNotFoundError, PermissionError, UnicodeDecodeError) improves usability.

Fallback Exception handler catches any unexpected issues.

Test cases are included under if __name__ == "__main__": - good practice.

Task -03

Provide this legacy class to AI for readability and modularity improvements

Prompt:

Refactor the following legacy Python class to improve **readability** and **modularity**:

- Use descriptive attribute names (name, age, marks instead of n, a, m1, m2, m3).
- Store marks in a **list** so that sum(self.marks) can be used to calculate total.
- Add a **docstring** to the class and methods.
- Improve the details() method output for better readability (e.g., formatted string).
- Allow the user to **input details** (name, age, marks) at runtime and display the details + total marks.

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 generated:

```
Student Management System
modularity, and functionality for managing student information.
   A class to represent a student with their personal information and academic marks.
      name (str): The student's full name
   marks (list): A list of the student's marks for different subjects
   def __init__(self, name, age, marks):
    """
       Args:
           age (int): The student's age
           marks (list): A list of marks for different subjects
       setf.name = name
       setf.marks = marks
   def details(self):
       Display the student's basic information in a formatted way.
       str: Formatted string containing student details
       details_str = f"Student Details:\n"
       details_str += f"Age: {self.age}\n"
       return details_str
```

```
class Student:

class Student:

return details_str

def total(setf):

int: Sum of all marks

return sum(setf,marks)

def average(setf):

calculate the average marks for the student.

Returns:

calculate the average marks for the student.

Returns:

float: Average of all marks

return sum(setf,marks) / len(setf,marks) if setf,marks else 0

def get_student_input():

def get_student_input():

sum

Get student information from user input.

Returns:

Student: A new Student instance with user-provided data

rrint("Enter Student Information:")

print(""-" * 30)

# Set student mame

name = input("Enter student name: ").strip()

white not name:

print("Name cannot be empty. Please try again.")

name = input("Enter student name: ").strip()

# Set student age

white True:

try:

age = int(input("Enter student age: "))

if age < 0:

notif("Base cannot be please try again.")

notif("Base cannot be please try again.")
```

Output:

```
PS C:\Users\nadhi\OneDrive\Desktop\AI\ & C:\Users\nadhi\anaconda3\/python.exe c:\Users\nadhi\OneDrive\Desktop\AI\/refactored_student.py

Student Management System

Enter Student Information:

Student Management System

Enter Student Information:

Enter Student Information:

Enter Student Information:

Enter student name: Mani
Enter student name: Mani
Enter student anae: Mani
Enter student anae: Mani
Enter student age: 18
Enter mark for subject 1 (or press Enter to finish): 95
Enter mark for subject 2 (or press Enter to finish): 96
Enter mark for subject 3 (or press Enter to finish): 97
Enter mark for subject 3 (or press Enter to finish): 97
Enter mark for subject 4 (or press Enter to finish): 97
Enter mark for subject 4 (or press Enter to finish): 97
Enter mark for subject 4 (or press Enter to finish):

Student Details:

Name: Mani
Age: 18
Harks: 95.0, 96.0, 97.0
Total Marks: 288.0

Average Marks: 96.00

PS G:\Users\nadhi\OneDrive\Desktop\AID

**Total Marks: 288.0

Average Marks: 96.00

**Total Marks: 288.0

**Total Marks: 288.0
```

Observation:

Excellent readability & modularity – clear class structure, meaningful names, and docstrings.

User input validation – prevents empty names, invalid ages, and out-of-range marks.

Flexible marks storage – uses a list and sum(self.marks) for totals.

Extra feature: average() method makes it more useful.

Main function is clean and follows if __name__ == "__main__": best practice.

Task - 04

Refactor this inefficient loop with AI help.

Prompt:

Refactor the following Python code to make it more **concise** and **Pythonic**:

- Replace the inefficient for loop with a **list comprehension**.
- Allow the user to **input numbers** (comma-separated) at runtime.
- Output the original list and the list of squares.

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

squares = []

for i in nums:

squares.append(i * i)
```

Code generated:

Output:

Observation:

Excellent use of list comprehension – concise and Pythonic.

Robust input handling – strips whitespace, validates integers, handles KeyboardInterrupt.

Well-structured code – separate functions for input, calculation, and main logic.

Clear and clean output – shows original numbers, squares, and a detailed mapping.

Good documentation – docstrings and module description included.