

# **School of Computer Science and Artificial Intelligence**

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## **Lab Assignment # 3.1**

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**Program : B. Tech (CSE)**

**Specialization : AIML**

**Course Title : AI Assisted**

**Coding Course Code: 23CS002PC304**

**Semester : VI**

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**Batch No. : 33**

**Date : 13/01/26**

# Title

## Experiment on Prompt Engineering Techniques for Python Program Generation Using AI-Assisted Tools

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### Lab Objectives

1. To understand and apply different **prompt engineering techniques** for generating Python programs using AI-assisted tools.
  2. To analyze the **impact of context, constraints, and examples** on the accuracy and efficiency of AI-generated code.
  3. To develop and refine **real-world Python applications** through iterative prompt improvement and testing.
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### Lab Outcomes

1. Students will be able to **design effective prompts** to generate correct and optimized Python code.
  2. Students will be able to **compare and evaluate AI-generated solutions** produced using different prompting strategies.
  3. Students will be able to **implement, test, and document real-world Python applications** using AI-assisted coding tools.
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### Tools Used

- AI-assisted coding tool (ChatGPT)
- Python 3.x
- Standard Python IDE / Interpreter

## Experiment 1: Zero-Shot Prompting – Palindrome Number

**Prompt Type:** Zero-Shot

**Objective:** Check whether a number is a palindrome.

### Observations

- AI generated correct logic for positive integers.
- Failed to explicitly handle negative numbers.
- Required manual refinement for edge cases.

**CODE:**

A screenshot of a Jupyter Notebook interface. The top menu bar includes File, Edit, View, Insert, Runtime, Tools, Help, Commands, + Code, + Text, and Run all. The bottom status bar shows RAM and Disk usage. The code cell [1] contains a function to check if a number is a palindrome. The code cell [2] contains a series of print statements testing the function with various inputs. The output shows the results of each print statement.

```
#Check Palindrome:  
def is_palindrome(num):  
    original = num  
    reverse = 0  
  
    while num > 0:  
        digit = num % 10  
        reverse = reverse * 10 + digit  
        num //= 10  
  
    return original == reverse  
  
[2]:  
print(is_palindrome(121))  
print(is_palindrome(123))  
print(is_palindrome(0))  
print(is_palindrome(1221))  
print(is_palindrome(-121))  
  
True  
False  
True  
True  
False
```

## Experiment 2: One-Shot Prompting – Factorial Calculation

**Prompt Type:** One-Shot

**Example Given:** Input: 5 → Output: 120

### Observations

- Code clarity improved compared to zero-shot.
- Handled 0! correctly.
- Included basic validation for negative numbers.

### CODE:

A screenshot of a Jupyter Notebook interface. The top menu bar includes File, Edit, View, Insert, Runtime, Tools, Help, Commands, + Code, + Text, and Run all. The bottom status bar shows RAM and Disk usage. The code cell [3] contains a function to calculate the factorial of a number. The code cell [4] contains a series of print statements testing the function with various inputs. The output shows the results of each print statement.

```
#Find Factorial:  
def factorial(n):  
    if n < 0:  
        return None  
    result = 1  
    for i in range(1, n + 1):  
        result *= i  
    return result  
  
[4]:  
print(factorial(5))  
print(factorial(0))  
print(factorial(1))  
print(factorial(7))  
print(factorial(-3))  
  
120  
1  
1  
5040  
None
```

## Experiment 3: Few-Shot Prompting – Armstrong Number Check

**Prompt Type:** Few-Shot

**Examples Provided:**

- 153 → Armstrong Number
- 370 → Armstrong Number
- 123 → Not an Armstrong Number

**Observations**

- Correct mathematical logic inferred.
- Output format matched examples exactly.
- Input validation required additional refinement.

**CODE:**

The screenshot shows a Jupyter Notebook interface with a single code cell. The code defines a function `is\_armstrong` that checks if a given number is an Armstrong number by summing the digits raised to the power of their count. It then prints the results for several test cases. The output cell shows the expected results for each input.

```
#Check Armstrong Number:  
def is_armstrong(num):  
    temp = num  
    digits = len(str(num))  
    total = 0  
  
    while temp > 0:  
        digit = temp % 10  
        total += digit ** digits  
        temp //= 10  
  
    if total == num:  
        return "Armstrong Number"  
    else:  
        return "Not an Armstrong Number"  
  
[4]  
print(is_armstrong(153))  
print(is_armstrong(370))  
print(is_armstrong(123))  
print(is_armstrong(0))  
print(is_armstrong(1))  
print(is_armstrong(9474))  
  
[4]  
Armstrong Number  
Armstrong Number  
Not an Armstrong Number  
Armstrong Number  
Armstrong Number
```

## Experiment 4: Context-Managed Prompting – Number Classification

**Prompt Type:** Context-Managed

**Task:** Classify a number as **Prime**, **Composite**, or **Neither**.

**Observations**

- Efficient  $\sqrt{n}$  optimization applied.
- Proper handling of 0, 1, and invalid inputs.
- Most robust and production-ready solution.

**CODE:**

A screenshot of a Jupyter Notebook interface titled "Untitled12.ipynb". The code cell [8] contains a function `classify\_number` that classifies numbers as Prime, Composite, or Neither. The output cell [8] shows the results for various inputs: 2, 7, 10, 1, 0, -5, 15, and 117. The results are: Prime Number, Prime Number, Composite Number, Neither Prime Nor Composite, Neither Prime Nor Composite, Invalid Input, Invalid Input, Invalid Input.

```
#Armstrong Number
def classify_number(num):
    if not isinstance(num, int) or num < 0:
        return "Invalid Input"
    if num == 0 or num == 1:
        return "Neither Prime Nor Composite"
    for i in range(2, int(num ** 0.5) + 1):
        if num % i == 0:
            return "Composite Number"
    return "Prime Number"

print(classify_number(2))
print(classify_number(7))
print(classify_number(10))
print(classify_number(1))
print(classify_number(0))
print(classify_number(-5))
print(classify_number(15))
print(classify_number("117"))
```

## Experiment 5: Zero-Shot Prompting – Perfect Number Check

**Prompt Type:** Zero-Shot

### Observations

- Basic logic generated correctly.
- Logical error for input 0.
- Inefficient O(n) loop required optimization.

### CODE:

A screenshot of a Jupyter Notebook interface titled "Untitled12.ipynb". The code cell [9] contains a function `is\_perfect` that calculates the sum of divisors of a number. The output cell [10] shows the results for 6, 28, 12, 1, and 0. The results are: True, True, False, False, True. The code cell [11] contains a function `even or odd` that checks if a number is even or odd.

```
#Perfect Number
def is_perfect(num):
    sum_divisors = 0
    for i in range(1, num):
        if num % i == 0:
            sum_divisors += i
    return sum_divisors == num

print(is_perfect(6))
print(is_perfect(28))
print(is_perfect(12))
print(is_perfect(1))
print(is_perfect(0))

... True
True
False
False
True

[11] def even or odd(num):
    if not isinstance(num, int):
```

## Experiment 6: Few-Shot Prompting – Even or Odd with Validation

**Prompt Type:** Few-Shot

**Examples Provided:**

- 8 → Even
- 15 → Odd
- 0 → Even

### Observations

- Proper input validation inferred.
- Clear and consistent output.
- Negative numbers handled correctly.

### CODE:

The screenshot shows a Jupyter Notebook interface with a single code cell containing Python code. The code defines a function `even_or_odd` that checks if a number is even or odd. It also includes a series of print statements calling this function with various inputs. The output pane below the cell shows the results: 'Even', 'Odd', 'Even', 'Even', 'Invalid Input', and 'Invalid Input'. This demonstrates that the AI-generated code handles both valid and invalid inputs correctly.

```
#Even-Odd Number Check:  
def even_or_odd(num):  
    if not isinstance(num, int):  
        return "Invalid Input"  
  
    if num % 2 == 0:  
        return "Even"  
    else:  
        return "Odd"  
  
print(even_or_odd(8))  
print(even_or_odd(15))  
print(even_or_odd(0))  
print(even_or_odd(-4))  
print(even_or_odd(3.5))  
print(even_or_odd("10"))
```

Even  
Odd  
Even  
Even  
Invalid Input  
Invalid Input

## Comparative Analysis

Prompting Technique	Accuracy	Validation	Efficiency	Clarity
Zero-Shot	Medium	Low	Low	Average
One-Shot	Good	Medium	Medium	Good
Few-Shot	High	High	Medium	Very Good
Context-Managed	Very High	Very High	High	Excellent

## Result

- The quality of AI-generated Python code **improves significantly** with better prompt design.

- Few-shot and context-managed prompting produced **more accurate, optimized, and reliable programs**.
  - Zero-shot prompting is suitable only for **simple tasks** and requires manual verification.
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## Conclusion:

This lab successfully demonstrated the effectiveness of various **prompt engineering techniques** in generating Python programs using AI-assisted tools. As the level of guidance in prompts increased—from zero-shot to context-managed—the **accuracy, efficiency, and robustness** of the generated code also improved. Proper prompt design plays a critical role in producing reliable AI-generated software solutions.

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## Future Scope:

1. Applying prompt engineering techniques to **larger real-world applications** such as web development and data analysis.
2. Exploring advanced prompting methods like **chain-of-thought and self-consistency prompting**.
3. Integrating AI-assisted coding tools into **software engineering workflows** for improved productivity.