

The common and recommended fix for mutable default arguments is to use `None` as the default value. Inside the function, check if `items` is `None`, and if it is, then initialize an empty

list items = []. This ensures that a new, empty list is created each time the function is called without an explicit items argument, preventing the shared list issue.

## Task 2 (Floating-Point Precision Error)

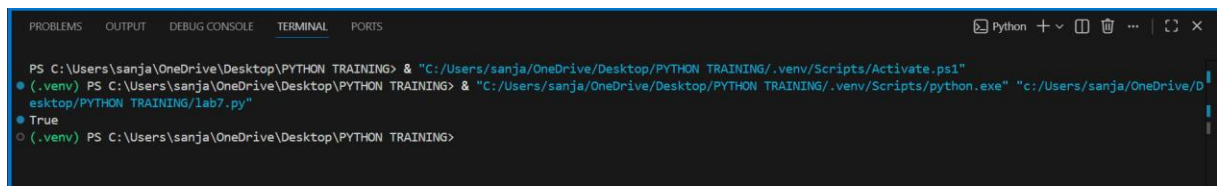
Task: Analyze given code where floating-point comparison fails.

Use AI to correct with tolerance.

### Corrected Code:

```
C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING\lab2.py
1 #Bug: Floating point precision issue
2 #Analyze given code where floating-point comparison fails. Use AI to correct with tolerance.
3 def check_sum():
4     return abs((0.1+0.2) - 0.3) < 1e-9
5 print(check_sum())
6
```

### Output:



```
PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING> & "C:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/.venv/Scripts/Activate.ps1"
(.venv) PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING> & "C:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/.venv/Scripts/python.exe" "c:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/lab7.py"
True
(.venv) PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING>
```

### Explanation of the Fix:

To correctly compare floating-point numbers, instead of checking for exact equality, we check if their absolute difference is less than a small tolerance value (often called epsilon). If the difference is smaller than this tolerance, the numbers are considered practically equal.

Python's math module also provides `math.isclose()`, which is a convenient and robust way to perform such comparisons, taking into account both relative and absolute tolerances.

## Task 3 (Recursion Error – Missing Base Case)

Task: Analyze given code where recursion runs infinitely due to missing base case. Use AI to fix.

### Corrected Code:

```
lab7.py > ...
1 #Task: Analyze given code where recursion runs infinitely due to missing base case. Use AI to fix.
2 # Bug: No base case
3 def countdown(n):
4     if n == 0:
5         return
6     print(n)
7     return countdown(n - 1)
8 countdown(5)
9
```

**Output:**

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS Python + - [ ] [ ] ... [ ] [ ] X
PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING> & "C:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/.venv/Scripts/Activate.ps1"
(.venv) PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING> & "C:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/.venv/Scripts/python.exe" "c:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/lab7.py"
5
4
3
2
1
○ (.venv) PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING>

```

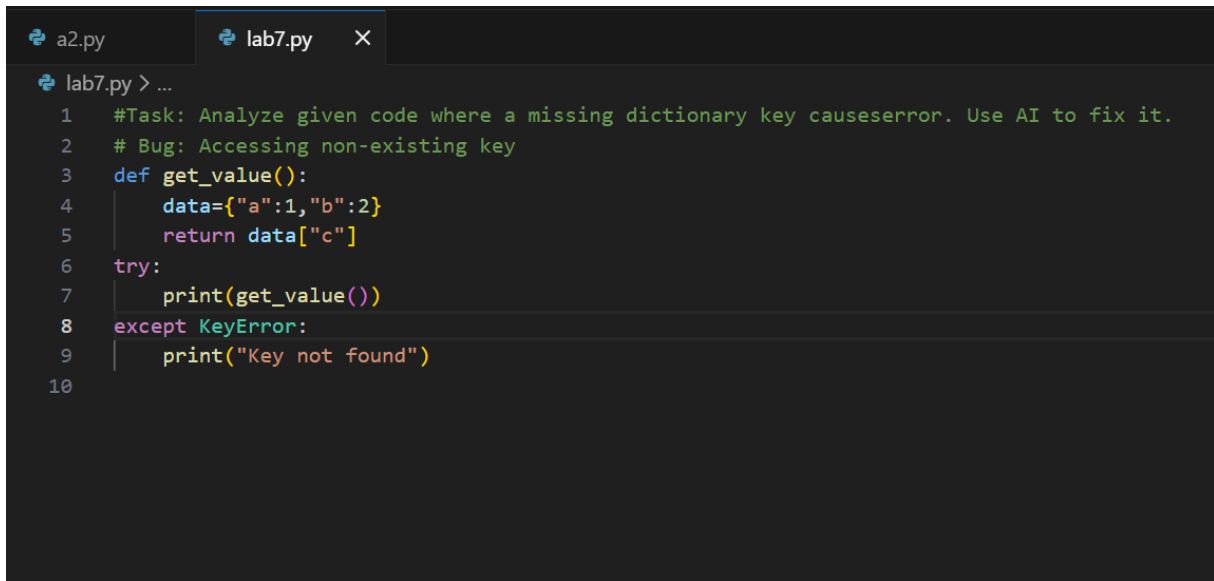
### Explanation of the Fix:

The fix involves adding an `if n <= 0:` condition at the beginning of the `countdown_fixed` function. This is our base case. When `n` becomes 0 or less, the function prints "Countdown finished!" and then returns, effectively stopping the chain of recursive calls. This prevents the `RecursionError` and ensures the function behaves as intended.

### Task 4 (Dictionary Key Error)

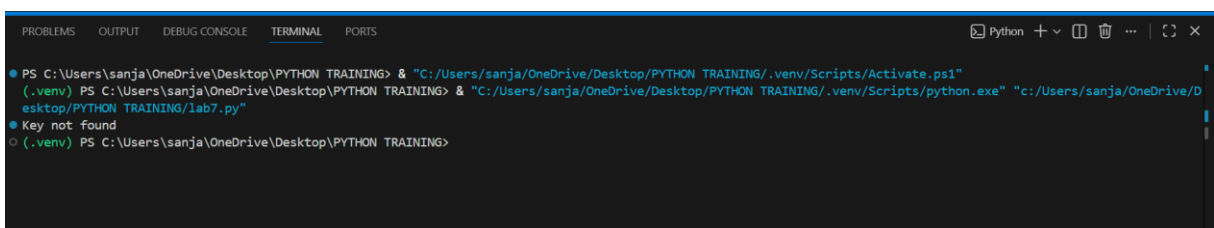
Task: Analyze given code where a missing dictionary key causes error. Use AI to fix it.

## Corrected Code:



```
lab7.py > ...
1 #Task: Analyze given code where a missing dictionary key causeserror. Use AI to fix it.
2 # Bug: Accessing non-existing key
3 def get_value():
4     data={"a":1,"b":2}
5     return data["c"]
6 try:
7     print(get_value())
8 except KeyError:
9     print("Key not found")
10
```

## Output:



```
Python + v [ ] [ ] ... | [ ] [ ] [ ]
● PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING> & "C:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/.venv/Scripts/Activate.ps1"
(.venv) PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING> & "C:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/.venv/Scripts/python.exe" "c:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/lab7.py"
● Key not found
○ (.venv) PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING>
```

## Explanation of the Fix:

There are two common ways to handle missing dictionary keys gracefully:

1. **Using the .get() method:** Instead of `dictionary[key]`, you can use `dictionary.get(key)`. If key exists, it returns its corresponding value. If key does not exist, it returns `None` by default, or a specified default value if provided (e.g., `dictionary.get(key, 'default_value')`). This avoids raising a `KeyError`.
2. **Using a try-except block:** You can wrap the dictionary access `dictionary[key]` within a try block. If a `KeyError` occurs, it will be caught by the `except KeyError` block, where you can define how to handle the error (e.g., return a default value, log the error, or raise a different exception).

## Task 5 (Infinite Loop – Wrong Condition)

Task: Analyze given code where loop never ends. Use AI to detect and fix it.

### Corrected Code:

# Fix: Increment the loop counter within the loop

```
C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING\2a2.py
1  #Task 5: Analyze given code where loop never ends. Use AI to detect and fix it.
2  #bug: Infinite loop
3  def loop_example():
4      i=0
5      while i<5:
6          print(i)
7          i += 1
8
```

### Output:

```
1
2
3
4
```

### Explanation of the Fix:

The fix involves adding `i += 1` inside the while loop. This statement increments the value of `i` in each iteration. With `i` increasing, it will eventually reach 5 (or greater), causing the loop condition `i < 5` to become false, and the loop will terminate as intended. This ensures that the loop executes a finite number of times.

### Task 6 (Unpacking Error – Wrong Variables)

### Corrected Code:

```
lab7.py > ...
1  #task 6: Analyze given code where tuple unpacking fails. Use AI to fix it.
2  #Bug: Wrong Unpacking
3  #FIX THE CODE BELOW
4  a,b,c=(1,2,3)
5  print(a)
6  print(b,c)import random, time, cProfile, pstats, io
```

### Output:

### Explanation of the Fix:

```

PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING> & "C:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/.venv/Scripts/Activate.ps1"
(.venv) PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING> & "C:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/.venv/Scripts/python.exe" "c:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/lab7.py"
1
2 3
(.venv) PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING>

```

There are several ways to fix an unpacking error, depending on your intent:

1. **Match the number of variables:** The most straightforward fix is to ensure that the number of variables on the left-hand side exactly matches the number of elements in the sequence being unpacked. If the sequence has three elements, you need three variables.
2. **Use `_` for unwanted values:** If you only care about a subset of the values in the sequence, you can use the underscore `_` as a placeholder variable for the elements you want to ignore. This is a convention in Python to indicate a variable whose value is not going to be used.
3. **Use extended unpacking (`*` operator):** For more flexible unpacking, especially with sequences of unknown length or when you want to capture multiple remaining items, Python 3+ allows the use of the `*` operator (e.g., `*rest`). This will collect all remaining items into a list. You can also use `*_` to discard multiple remaining items explicitly.

## Task7:

### Correceted Code:

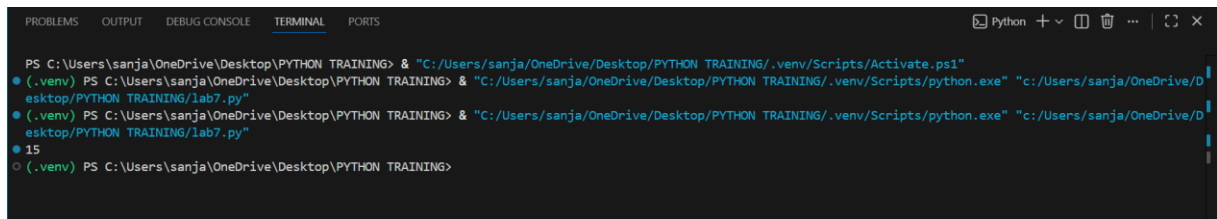
# Fix: Ensure consistent indentation (use only spaces or only tabs, preferably spaces)

```

a2.py lab7.py X
lab7.py > fun
1 #task7: Analyze given code where mixed indentation breaks execution .Use AI to fix it.
2 #bug:Mixed indentation
3 #fix the code below:
4 def fun():
5     x=5
6     y=10
7     return x+y
8 print(fun())
9

```

Output:



```
PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING> & "C:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/.venv/Scripts/Activate.ps1"
(.venv) PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING> & "C:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/.venv/Scripts/python.exe" "c:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/lab7.py"
(.venv) PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING> & "C:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/.venv/Scripts/python.exe" "c:/Users/sanja/OneDrive/Desktop/PYTHON TRAINING/lab7.py"
15
(.venv) PS C:\Users\sanja\OneDrive\Desktop\PYTHON TRAINING>
```

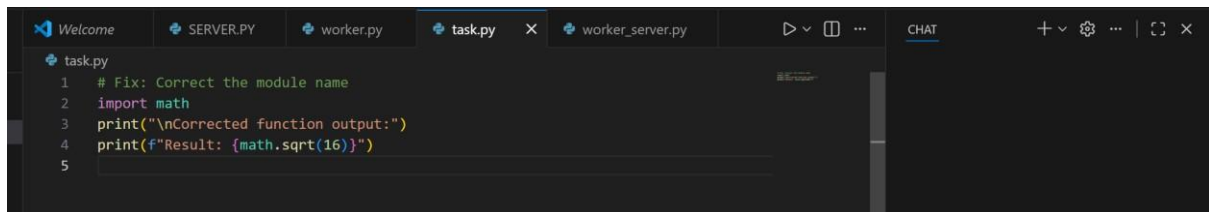
## Explanation of the Fix:

The fix involves ensuring consistent indentation throughout the code. The Python community standard (PEP 8) recommends using 4 spaces per indentation level. By replacing the tab with spaces (or vice-versa, as long as it's consistent), the `IndentationError` is resolved, and the code runs as expected.

## Task 8 (Import Error – Wrong Module Usage)

Task: Analyze given code with incorrect import. Use AI to fix.

### Corrected Code:



```
task.py
1 # Fix: Correct the module name
2 import math
3 print("\nCorrected function output:")
4 print(f"Result: {math.sqrt(16)}")
5
```

### Output:



```
> OUTLINE
Corrected function output:
Result: 4.0
Energy saver is on
```

## Explanation of the Fix:

The fix is straightforward: correct the typo in the import statement from `import maths` to `import math`. The `math` module is a standard Python library that provides mathematical functions, including `sqrt` for square root. Once the correct module is imported, its functions can be called without error.

