

AI ASSISTED CODING - ASSIGNMENT - 6

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TASK - 1 : CLASSES – DATA VALIDATION

PROMPT : CREATE A STUDENT CLASS WITH NAME, ROLL_NO, MARKS AND A METHOD IS_PASS()

The screenshot shows the Google Colab interface for a notebook titled 'AI&AC_ASSINMT_6'. The code editor contains the following Python code:

```
[1] Start coding or generate with AI.
[2] class Student:
    def __init__(self, name, roll_no, marks):
        self.name = name
        self.roll_no = roll_no
        self.marks = marks

    def is_pass(self, passing_marks=33):
        """
        Checks if the student has passed based on their marks.
        Defaults to 45 as the passing mark.
        """
        return self.marks >= passing_marks

# --- Example Usage --- #
# Create a student object
student1 = Student("Alice", 101, 85)
student2 = Student("Bob", 102, 25)

# Check if students passed
print(f"{student1.name} (Roll No: {student1.roll_no}) scored {student1.marks} marks. Pass")
print(f"{student2.name} (Roll No: {student2.roll_no}) scored {student2.marks} marks. Pass")

# Check with a different passing mark
print(f"{student1.name} passed with 70 passing marks: {student1.is_pass(passing_marks=70)}")
```

The output of the code execution is displayed below the code editor:

```
... Alice (Roll No: 101) scored 85 marks. Passed: True
      Bob (Roll No: 102) scored 25 marks. Passed: False
      Alice passed with 70 passing marks: True
```

On the right side of the interface, the Gemini chat window is open, showing a conversation with the AI assistant. The prompt is: "Create a Student class with name, roll_no, marks and a method is_pass()". The assistant's response is: "Certainly! Here is the Student class with name, roll_no, marks, and an is_pass() method. I've also included a simple example to show how it works. The Student class has been successfully defined and the example usage produced the following output: Alice (Roll No: 101) scored 85 marks. Passed: True Bob (Roll No: 102) scored 25 marks. Passed: False Alice passed with 70 passing marks: True. This shows that Alice passed with 85 marks (above the default 33) and also passed when the passing mark was set to 70. Bob, with 25 marks, failed. This demonstrates the is_pass() method working as expected." Below the response, there are three suggested prompts: "Explain the docstring mismatch in the 'is_pass' method", "Add a method to calculate the average marks of students", and "Create a list of Student objects and analyze their pass/fail rates". At the bottom of the chat window, there is a text input field with the placeholder "What can I help you build?" and a "Gemini 2.5 Flash" model selector.

EXPLANATION :

THE **STUDENT** CLASS STORES STUDENT DETAILS USING A CONSTRUCTOR. THE **IS_PASS()** METHOD CHECKS WHETHER THE STUDENT'S MARKS ARE GREATER THAN OR EQUAL TO 40 AND THEN RETURNS THE RESULT AS PASS OR FAIL STATUS.

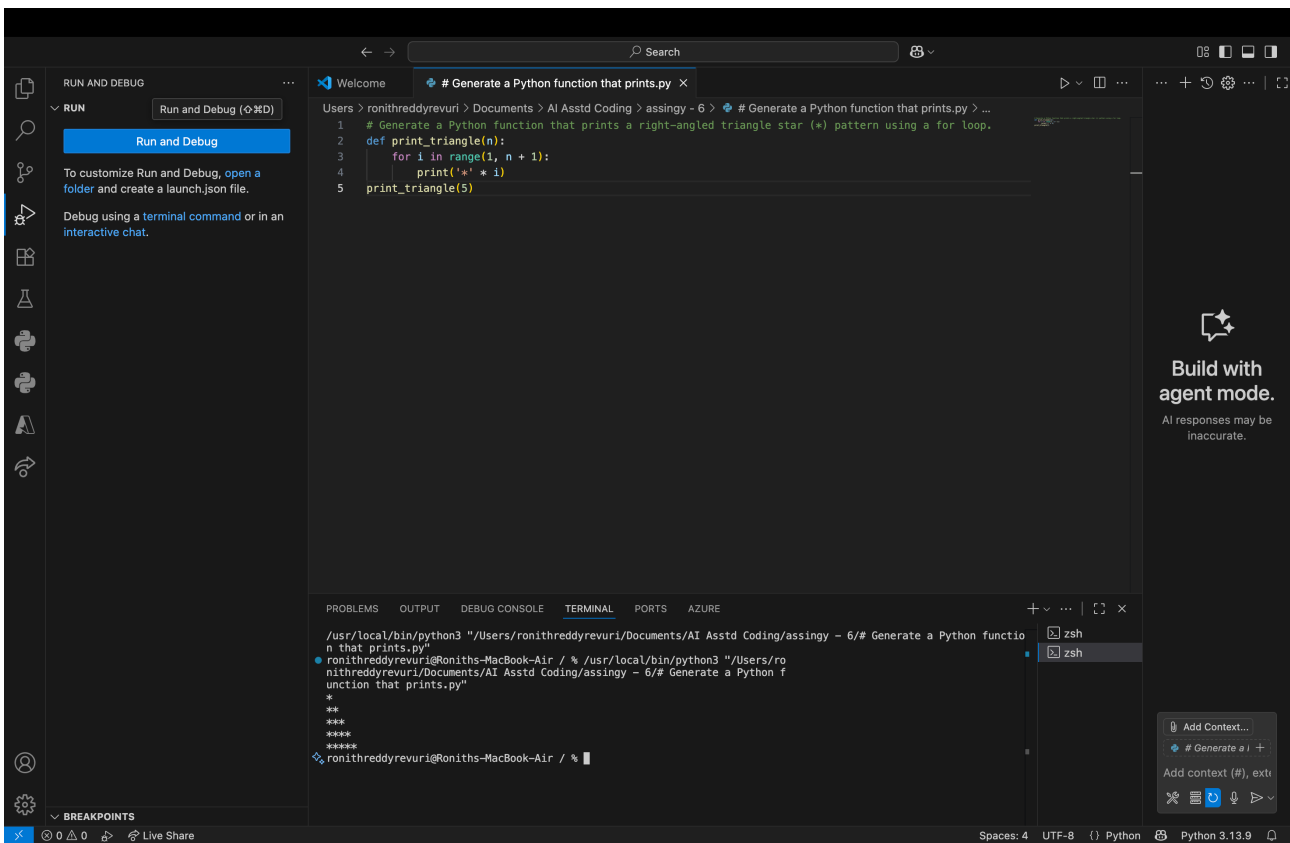
OUTPUT :

ALICE (ROLL NO: 101) SCORED 85 MARKS. PASSED: TRUE
BOB (ROLL NO: 102) SCORED 25 MARKS. PASSED: FALSE
ALICE PASSED WITH 70 PASSING MARKS: TRUE

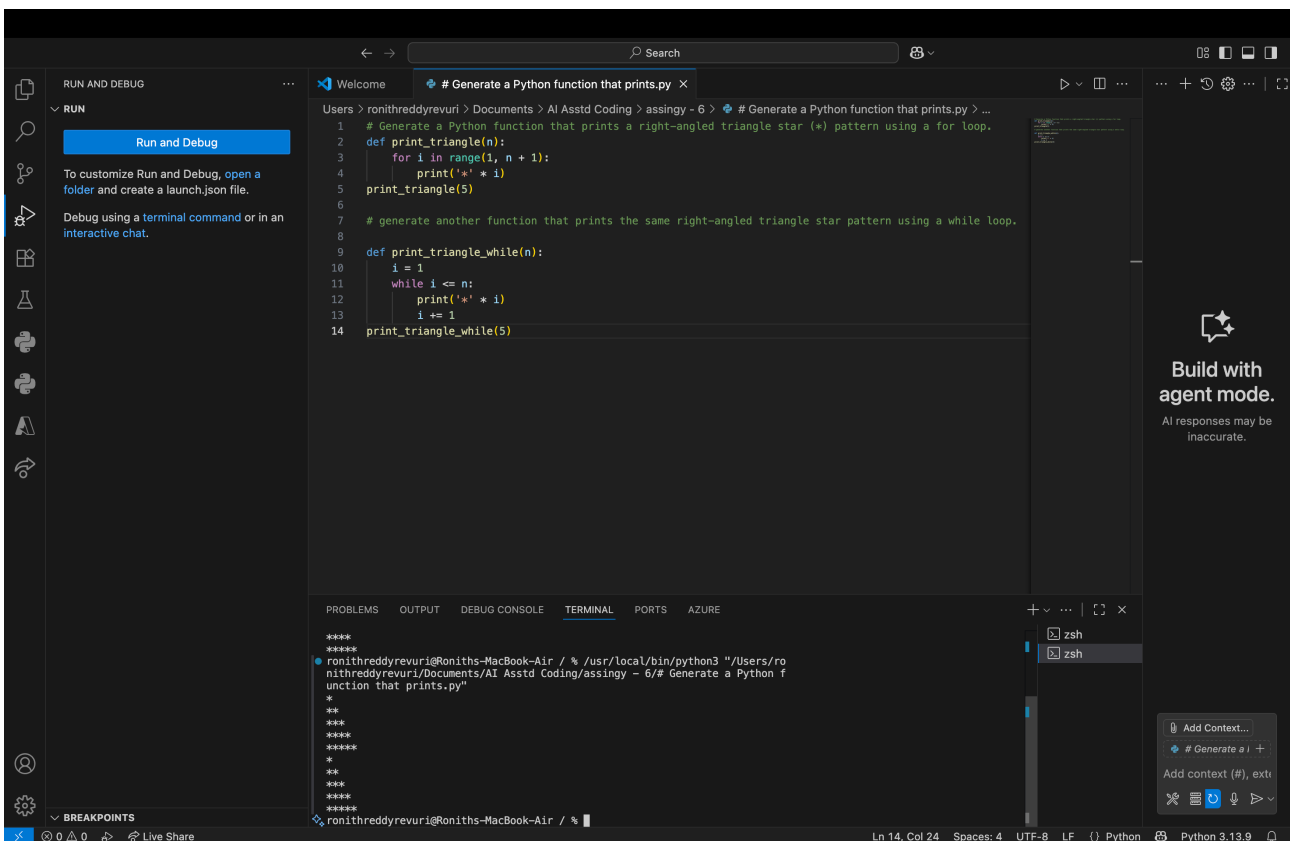
TASK - 2 : LOOPS – PATTERN GENERATION

PROMPT :

GENERATE A PYTHON FUNCTION THAT PRINTS A RIGHT-ANGLED TRIANGLE STAR (*) PATTERN USING A FOR LOOP.



PROMPT - 2 :
GENERATE ANOTHER FUNCTION THAT PRINTS THE SAME RIGHT-ANGLED TRIANGLE STAR PATTERN USING A WHILE LOOP.



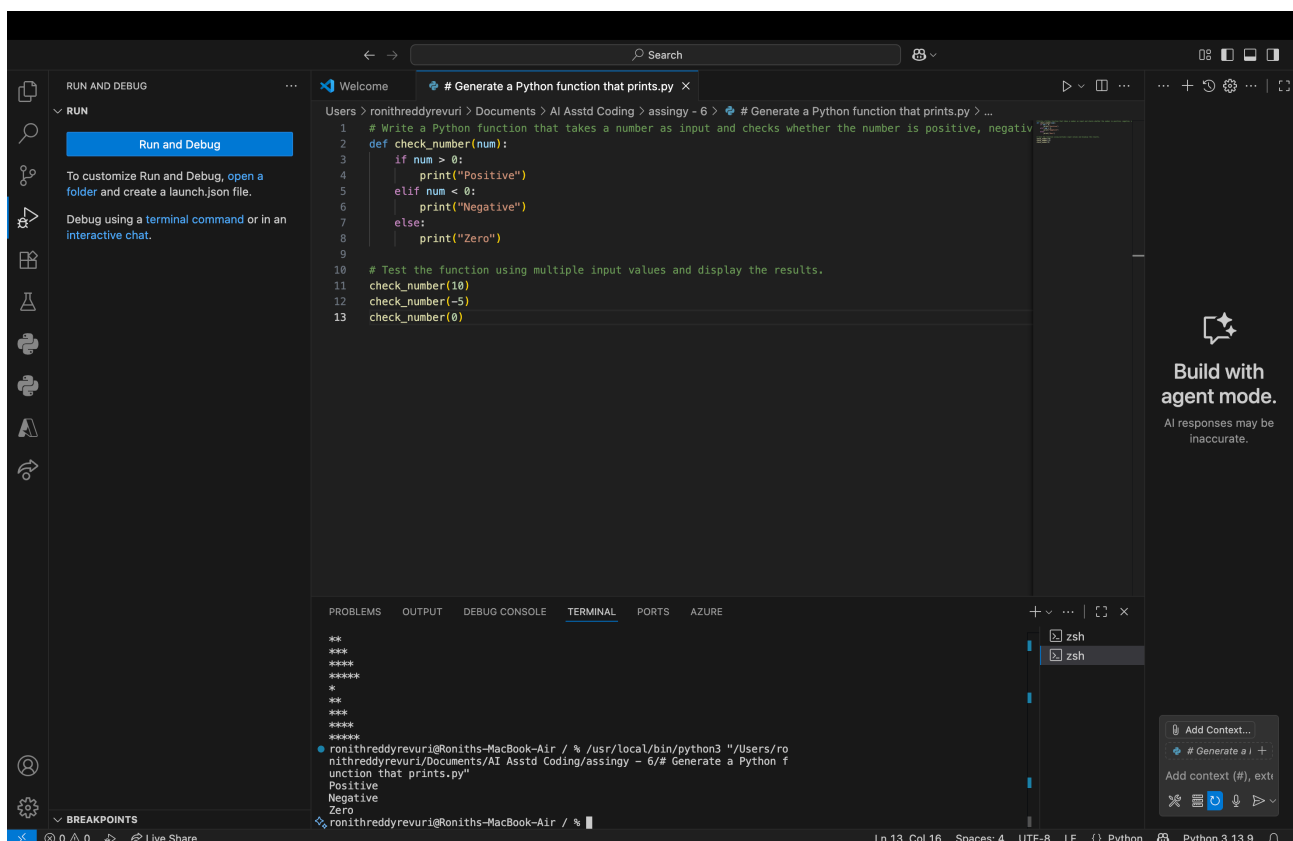
EXPLANATION :

THIS PROGRAM PRINTS A RIGHT-ANGLED TRIANGLE USING STAR SYMBOLS.
FIRST, THE PATTERN IS CREATED USING A FOR LOOP, AND THEN THE SAME PATTERN IS CREATED USING A WHILE LOOP.
BOTH LOOPS INCREASE THE NUMBER OF STARS IN EACH ROW.
THIS SHOWS THAT DIFFERENT LOOP TYPES CAN PRODUCE THE SAME RESULT.

TASK - 3 : CONDITIONAL STATEMENTS – NUMBER ANALYSIS

PROMPT :

WRITE A PYTHON FUNCTION THAT TAKES A NUMBER AS INPUT AND CHECKS WHETHER THE NUMBER IS POSITIVE, NEGATIVE, OR ZERO USING IF-ELIF-ELSE CONDITIONAL STATEMENTS. TEST THE FUNCTION USING MULTIPLE INPUT VALUES AND DISPLAY THE RESULTS.



The screenshot shows a code editor with a Python file named `prints.py`. The code defines a function `check_number(num)` that uses `if-elif-else` conditional statements to classify a number as positive, negative, or zero. The function is tested with input values 10, -5, and 0. The terminal output shows the results of these tests: Positive, Negative, and Zero.

```
1 # Write a Python function that takes a number as input and checks whether the number is positive, negative, or zero.
2 def check_number(num):
3     if num > 0:
4         print("Positive")
5     elif num < 0:
6         print("Negative")
7     else:
8         print("Zero")
9
10 # Test the function using multiple input values and display the results.
11 check_number(10)
12 check_number(-5)
13 check_number(0)
```

Terminal Output:

```
***
****
*****
*
**
***
****
*****
ronithreddyrevuri@Roniths-MacBook-Air / % /usr/local/bin/python3 "/Users/ronithreddyrevuri/Documents/AI Asstd Coding/assingy - 6/# Generate a Python function that prints.py"
Positive
Negative
Zero
ronithreddyrevuri@Roniths-MacBook-Air / %
```

EXPLANATION :

THIS TASK USES IF-ELIF-ELSE CONDITIONAL STATEMENTS TO ANALYZE A GIVEN NUMBER.

- IF THE NUMBER IS GREATER THAN ZERO, IT IS CLASSIFIED AS POSITIVE.
- IF THE NUMBER IS LESS THAN ZERO, IT IS CLASSIFIED AS NEGATIVE.
- IF THE NUMBER IS EQUAL TO ZERO, IT IS CLASSIFIED AS ZERO.

THE FUNCTION IS TESTED WITH MULTIPLE INPUT VALUES TO ENSURE THAT ALL CONDITIONS ARE HANDLED CORRECTLY.

THIS TASK DEMONSTRATES PROPER DECISION-MAKING LOGIC USING CONDITIONAL STATEMENTS IN PYTHON.

TASK - 4 : NESTED CONDITIONAL STATEMENTS

PROMPT :

GENERATE A PYTHON FUNCTION NAMED **CHECK_DISCOUNT(AGE, IS_MEMBER)** THAT DETERMINES DISCOUNT ELIGIBILITY USING NESTED IF STATEMENTS BASED ON THE FOLLOWING CONDITIONS:

- IF AGE IS GREATER THAN OR EQUAL TO 60, APPLY A SENIOR DISCOUNT.
 - IF THE USER IS A MEMBER, APPLY AN ADDITIONAL DISCOUNT.
- CLEARLY DEMONSTRATE THE DECISION FLOW USING NESTED CONDITIONALS.

EXPLANATION:

THIS PROGRAM CHECKS DISCOUNT ELIGIBILITY USING NESTED IF STATEMENTS.

IT FIRST CHECKS THE AGE FOR A SENIOR DISCOUNT AND THEN CHECKS MEMBERSHIP FOR AN ADDITIONAL DISCOUNT.

THIS HELPS IN MAKING CLEAR AND STRUCTURED DECISIONS.

The screenshot shows a code editor with a Python function `check_discount` and its execution output in the terminal. The function uses nested if statements to determine discount eligibility based on age and membership status.

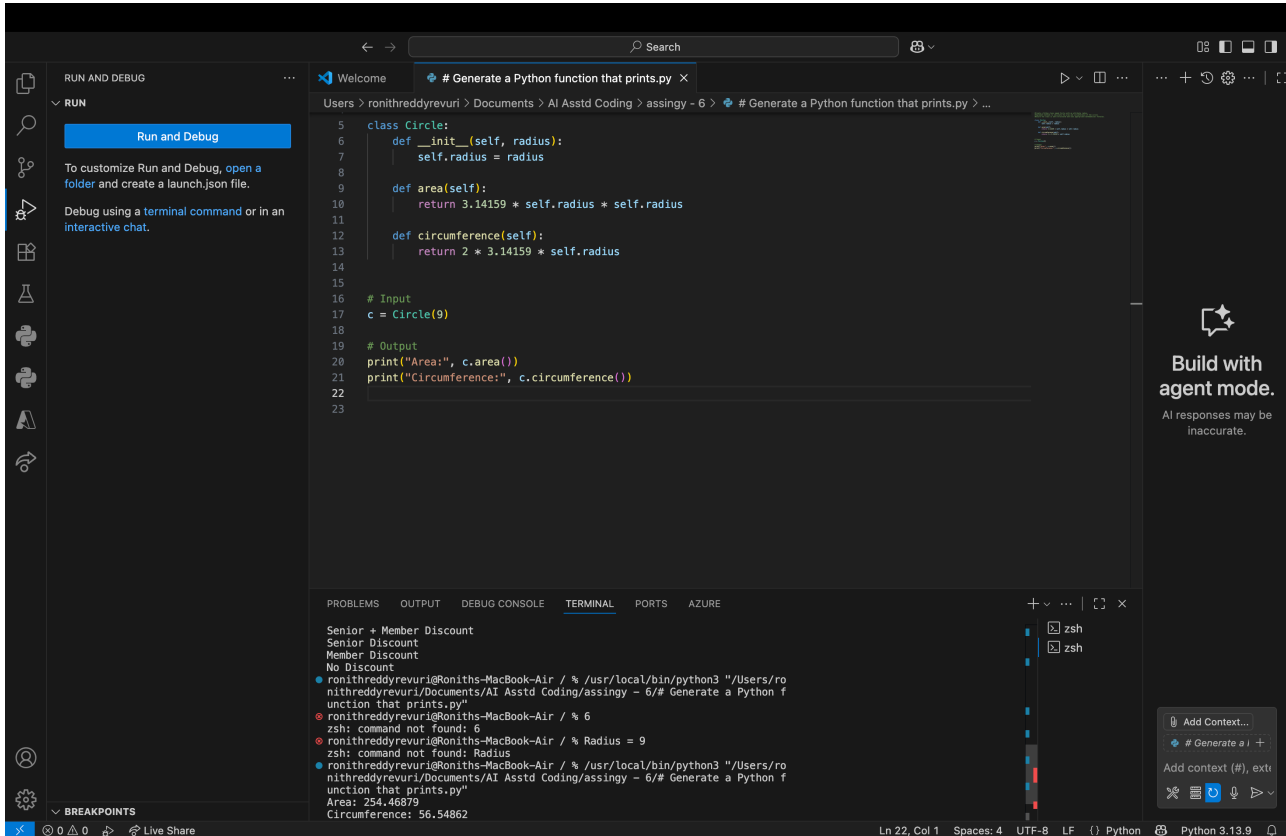
```
1 # Generate a Python function named check_discount(age, is_member) that determines discount eligibility
2 # If age is greater than or equal to 60, apply a senior discount.
3 # If the user is a member, apply an additional discount. Clearly demonstrate the decision flow using nested
4 def check_discount(age, is_member):
5     if age >= 60:
6         if is_member:
7             return "Senior + Member Discount"
8         else:
9             return "Senior Discount"
10    else:
11        if is_member:
12            return "Member Discount"
13        else:
14            return "No Discount"
15
16
17 # Testing
18 print(check_discount(65, True))
19 print(check_discount(65, False))
20 print(check_discount(30, True))
21 print(check_discount(30, False))
22
```

The terminal output shows the results of the function calls:

```
****
****
ronithreddyrevuri@Roniths-MacBook-Air / % /usr/local/bin/python3 "/Users/ronithreddyrevuri/Documents/AI Asstd Coding/assigy - 6/# Generate a Python f
unction that prints.py"
Positive
Negative
Zero
ronithreddyrevuri@Roniths-MacBook-Air / % /usr/local/bin/python3 "/Users/ronithreddyrevuri/Documents/AI Asstd Coding/assigy - 6/# Generate a Python f
unction that prints.py"
Senior + Member Discount
Senior Discount
Member Discount
No Discount
ronithreddyrevuri@Roniths-MacBook-Air / %
```

TASK - 5 : CLASS – MATHEMATICAL OPERA

PROMPT : CREATE A PYTHON CLASS NAMED CIRCLE WITH AN ATTRIBUTE RADIUS. IMPLEMENT METHODS TO CALCULATE THE AREA AND CIRCUMFERENCE OF THE CIRCLE. ENSURE THE CLASS IS WELL-STRUCTURED AND USES APPROPRIATE MATHEMATICAL FORMULAS.



The screenshot shows a VS Code editor with a Python file named `assingy - 6.py`. The code defines a `Circle` class with an `__init__` method that takes a radius and sets `self.radius`. It also has `area` and `circumference` methods. The `area` method uses the formula $3.14159 \times \text{radius} \times \text{radius}$, and the `circumference` method uses $2 \times 3.14159 \times \text{radius}$. The code creates a `Circle` object with a radius of 9 and prints its area and circumference.

```
5 class Circle:
6     def __init__(self, radius):
7         self.radius = radius
8
9     def area(self):
10        return 3.14159 * self.radius * self.radius
11
12    def circumference(self):
13        return 2 * 3.14159 * self.radius
14
15 # Input
16 c = Circle(9)
17
18 # Output
19 print("Area:", c.area())
20 print("Circumference:", c.circumference())
21
22
23
```

The terminal output shows the execution of the code, including the creation of the `Circle` object and the printed area and circumference values.

```
Senior + Member Discount
Senior Discount
Member Discount
No Discount
ronithreddyrevuri@Roniths-MacBook-Air / % /usr/local/bin/python3 "/Users/ronithreddyrevuri/Documents/AI Asstd Coding/assingy - 6/# Generate a Python f
unction that prints.py"
zsh: command not found: 6
ronithreddyrevuri@Roniths-MacBook-Air / % Radius = 9
zsh: command not found: Radius
ronithreddyrevuri@Roniths-MacBook-Air / % /usr/local/bin/python3 "/Users/ronithreddyrevuri/Documents/AI Asstd Coding/assingy - 6/# Generate a Python f
unction that prints.py"
Area: 254.46879
Circumference: 56.54862
```

EXPLANATION :
THIS PROGRAM USES A CIRCLE CLASS TO CALCULATE AREA AND CIRCUMFERENCE. THE RADIUS IS GIVEN AS INPUT, AND STANDARD FORMULAS ARE USED FOR CALCULATIONS. IT SHOWS HOW CLASSES AND METHODS WORK IN PYTHON.