# **ASSIGNMENT-9.3**

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COURSE : AI ASSISTED CODING

BATCH: 01

# **TASK-1:**

**Basic Docstring Generation** 

- Write python function to return sum of even and odd numbers in the given list.
- Incorporate manual docstring in code with Google Style
- Use an AI-assisted tool (e.g., Copilot, Cursor AI) to generate a docstring describing the function.
- Compare the AI-generated docstring with your manually written one.

Expected Outcome#1: Students understand how AI can produce function-level documentation.

# **MANUAL CODE:**

```
def sum_even_odd(numbers):
```

"""Manually written docstring (Google Style)

#### Args:

numbers (list[int]): A list of integers.

#### Returns:

tuple: A tuple containing two integers:

- Sum of even numbers
- Sum of odd numbers

#### Example:

```
>>> sum_even_odd([1, 2, 3, 4, 5])
  (6, 9)
even_sum = sum(n for n in numbers if n % 2 == 0)
odd_sum = sum(n for n in numbers if n % 2 != 0)
return even_sum, odd_sum
```

### **PROMPT:**

Write a Python function that takes a list of numbers as input and returns the sum of even numbers and the sum of odd numbers separately.

Add a function-level docstring in Google Style format. The docstring should include:

- A short description of the function
- Arguments section
- Returns section
- Example usage

### AI CODE:

```
def sum_even_odd(numbers):
        """Calculates the sum of even and odd numbers in a list.
            numbers: A list of numbers (integers or floats).
            A tuple containing two elements: the sum of even numbers and the sum of odd numbers.
            (sum even, sum odd)
        Examples:
            >>> sum_even_odd([1, 2, 3, 4, 5, 6])
            (12, 9)
            >>> sum_even_odd([10, 15, 20, 25])
            (30, 40)
            >>> sum_even_odd([])
            (0, 0)
        sum even = 0
        sum odd = 0
        for number in numbers:
            if number % 2 == 0:
                sum_even += number
                sum_odd += number
        return sum_even, sum_odd
    # Example usage:
    # my_list = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
    # even_sum, odd_sum = sum_even_odd(my_list)
    # print(f"Sum of even numbers: {even_sum}")
    # print(f"Sum of odd numbers: {odd_sum}")
```

### COMPARISION OF MANUAL CODE AND AI CODE:

# Manual docstring

More structured (Google Style format).

Includes an example for clarity.

Clearly separates args, returns, and usage.

# Al-generated docstring

Easier wording, straight to the point.

Explains logic in plain English.

Does not always follow strict Google Style, but still understandable.

# **TASK-2:**

Task Description#2 Automatic Inline Comments

- Write python program for sru\_student class with attributes like name, roll no., hostel\_status and fee\_update method and display\_details method.
- Write comments manually for each line/code block
- Ask an AI tool to add inline comments explaining each line/step.
- Compare the AI-generated comments with your manually written one.

Expected Output#2: Students critically analyze AI-generated code comments.

# MANUAL CODE:

class SRUStudent:

"""Class to represent an SRU student with basic details and fee update functionality."""

```
def __init__(self, name, roll_no, hostel_status):
    # Initialize student attributes
    self.name = name
    self.roll_no = roll_no
```

```
self.hostel_status = hostel_status
  self.fee = 0 # Default fee as 0
 def fee_update(self, amount):
   # Update the student's fee by adding the given amount
   self.fee += amount
 def display_details(self):
   # Print all details of the student
   print(f"Name: {self.name}")
   print(f"Roll No: {self.roll_no}")
   print(f"Hostel Status: {self.hostel_status}")
   print(f"Fee Paid: {self.fee}")
# Example usage
student1 = SRUStudent("Rahul", 101, "Hosteller") # Create an object
student1.fee_update(50000)
                                       # Update fee
student1.display_details()
                             # Display student details
```

#### PROMPT:

Write a Python program for a class named `sru\_student` with the following:

- Attributes: name, roll\_no, hostel\_status
- Methods:
  - 1. fee\_update(self, amount): Updates the fee for the student
- 2. display\_details(self): Displays all details of the student. Then, add inline comments explaining each line of the code.

Make sure every line has a short explanation comment.

#### AI CODE:

```
class sru_student: # Define a class named 'sru_student'
        def _init__(self, name, roll_no, hostel_status): # Constructor to initialize the object with name, roll_no, and hostel_status
            self.name = name # Assign the name attribute
            self.roll_no = roll_no # Assign the roll_no attribute
            self.hostel status = hostel status # Assign the hostel status attribute
            self.fee = 0 # Initialize the fee attribute to 0
        def fee_update(self, amount): # Method to update the student's fee
            self.fee += amount # Add the given amount to the current fee
        def display_details(self): # Method to display the student's details
            print(f"Name: {self.name}") # Print the student's name
            print(f"Roll No: {self.roll_no}") # Print the student's roll number
            print(f"Hostel Status: {self.hostel_status}") # Print the student's hostel status
            print(f"Fee: {self.fee}") # Print the student's current fee
    # Example usage (optional - you can remove this if you just need the class definition)
    # Create an instance of the sru_student class
    # student1 = sru_student("John Doe", "12345", "Resident")
    # Update the fee for student1
    # student1.fee_update(5000)
    # Display the details of student1
    # student1.display_details()
```

#### COMPARISION OF MANUAL CODE AND AI CODE:

#### Manual comments:

Short and simple.

Explain code in blocks (not every single line).

Focused on clarity.

#### Al-generated comments (from gemini):

More detailed, often explains each line separately.

Sometimes repetitive (e.g., "store roll number").

Good for beginners, but can feel lengthy.

# **TASK-3:**

- Write a Python script with 3-4 functions (e.g., calculator: add, subtract, multiply, divide).
- Incorporate manual docstring in code with NumPy Style
- Use AI assistance to generate a module-level docstring + individual function docstrings.

• Compare the AI-generated docstring with your manually written one.

Expected Output#3: Students learn structured documentation for multi-function scripts, prompt for this description

# **MANUAL CODE:**

.....

This module provides basic calculator functions such as addition, subtraction, multiplication, and division.

....

```
def add(a, b):
 """Add two numbers.
 Parameters
 a: int or float
   First number.
 b: int or float
   Second number.
 Returns
 int or float
   Sum of a and b.
 return a + b
def subtract(a, b):
 """Subtract two numbers.
 Parameters
 a: int or float
   First number.
 b: int or float
```

Second number

Returns

```
int or float
   Difference between a and b.
 return a - b
def multiply(a, b):
 """Multiply two numbers.
 Parameters
  a: int or float
 First number.
 b: int or float
   Second number.
 Returns
 int or float
   Product of a and b.
 return a * b
def divide(a, b):
 """Divide two numbers.
 Parameter
 a: int or float
   Numerator.
  b: int or float
   Denominator.
 Returns
 float
   Quotient of a divided by b.
 Raise
 ZeroDivisionError
```

If denominator is zero.

```
if b == 0:
    raise ZeroDivisionError("Division by zero is not allowed.")
return a / b
```

# **PROMPT:**

Write a Python script that defines a simple calculator with 4 functions:

```
add(a, b)subtract(a, b)multiply(a, b)divide(a, b)
```

Add a module-level docstring at the top and NumPy-style docstrings for each function. Make sure each docstring explains parameters, return values, and includes examples.

#### AI CODE:

```
This module provides a simple calculator with basic arithmetic operations.
def add(a, b):
    Adds two numbers.
    Parameters
    a : float or int
        The first number.
    b : float or int
        The second number.
    Returns
    float or int
        The sum of a and b.
    Examples
    >>> add(2, 3)
    >>> add(1.5, 2.5)
    4.0
    return a + b
def subtract(a, b):
    Subtracts the second number from the first.
    Parameters
```

```
-----
   a : float or int
      The first number.
   b : float or int
       The second number.
   Returns
   float or int
       The difference between a and b.
   Examples
    >>> subtract(5, 2)
    >>> subtract(10.0, 3.5)
   6.5
   return a - b
def multiply(a, b):
   Multiplies two numbers.
   Parameters
    a : float or int
      The first number.
   b : float or int
       The second number.
   Returns
   float or int
       The product of a and b.
```

```
0
        Examples
        >>> multiply(4, 5)
        20
        >>> multiply(2.5, 3.0)
        7.5
        return a * b
    def divide(a, b):
        Divides the first number by the second.
        Parameters
        a : float or int
           The dividend.
        b : float or int
            The divisor.
        Returns
        float or int
           The result of the division.
        Raises
        ZeroDivisionError
           If the divisor b is zero.
        Examples
        >>> divide(10, 2)
        5.0
        >>> divide(7.5, 2.5)
```

```
Returns
    float or int
        The result of the division.
    Raises
    ZeroDivisionError
        If the divisor b is zero.
    Examples
    >>> divide(10, 2)
    5.0
    >>> divide(7.5, 2.5)
    3.0
    if b == 0:
        raise ZeroDivisionError("Division by zero is not allowed.")
    return a / b
# Example usage (optional)
# print(add(5, 3))
# print(subtract(10, 4))
# print(multiply(6, 7))
# print(divide(20, 5))
# print(divide(10, 0)) # This will raise a ZeroDivisionError
```

# **COMPARISION OF MANUAL CODE AND AI CODE:**

# Manual Docstrings (NumPy Style):

Structured and detailed.

Includes Parameters, Returns, and Raises sections.

Best for professional or academic use.

# **Al-generated Docstrings:**

Short and simple, one-liners.

Easier for beginners to read.

Missing NumPy-style structure and exceptions documentation.