

# Language agnostic Completion Engine

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## Abstract

More students than ever are faced with the challenge of becoming good programmers, but this process takes time and requires learning from a lot of examples. We will take a brief look at the possibilities of automating this process using artificial intelligence, to create a kind of virtual mentor that can make suggestions to aspiring programmers based on the patterns and best practices that it has found in a collection of examples.

## 1 Introduction

Machine learning has recently become more popular than ever before and is being applied in research disciplines far beyond computer science. This has resulted in the necessity for many students to learn how to program. Being pressured with assignments and deadlines, students tend to be satisfied with programs that 'get the work done', but often suffer from a low quality. It is common to avoid error checking, copy and paste code from the internet or stick to very low level language constructs instead of utilizing more advanced techniques that get the job done more efficiently and with actually less hassle for the one that is writing it (think of list comprehensions in Python for example).

Becoming a good programmer is a process that takes a lot of time and devotion and ideally a mentor that can help get things done 'the right way', but often students (especially in the humanities) may be devoted enough, but lack the time and a mentor to become proficient, which is very unfortunate.

Our goal is to provide such a mentor for aspiring programmers in the form of a program that utilizes artificial intelligence to find best practices employed in a programming language and make suggestions based on its own findings. In theory it should be possible to apply machine learning techniques on a big collection of source code that is considered high quality and find patterns, just as companies like Netflix or Amazon find patterns in their customers preferences. In this paper, we will not just report our findings, but will also emphasize the steps that had to be taken in order to get there.

## **2 Prerequisites**

In the following sections we will assume that the reader has a basic understanding of the Python programming language and neural networks, especially LSTM- and GRU-Cells and Embeddings.

## **3 Data preparation**

## **4 Networks used**

## **5 Results**

## **6 Outlook**