

School of Computer Science and Artificial Intelligence

Lab Assignment -6.5

Program : B. Tech (CSE)
Specialization : AIML
Course Title : AI Assisted Coding
Course Code : 23CS002PC304
Semester : VI
Academic Session : 2025-2026
Name of Student : P.Karthisha
Enrollment No. : 2303A52099
Batch No. : 33

Task Description #1 (AI-Based Code Completion for Conditional Eligibility Check)

Task: Use an AI tool to generate eligibility logic.

Prompt:

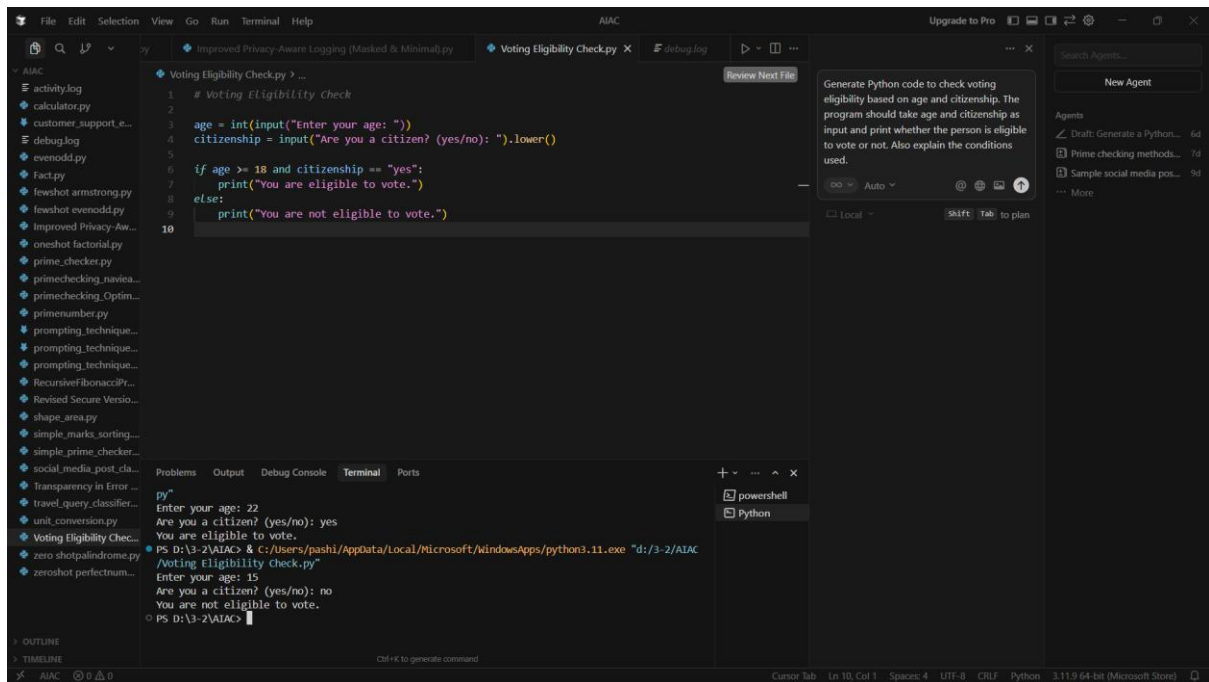
“Generate Python code to check voting eligibility based on age and citizenship.”

Expected Output:

- AI-generated conditional logic.

give me code in python

- Correct eligibility decisions.
- Explanation of conditions.



Step-by-Step Explanation of Conditions

Step 1: Take input

- age → user's age (integer)
- citizenship → whether the user is a citizen (yes or no)

Step 2: Apply conditions

The condition used is:

age >= 18 and citizenship == "yes"

- age >= 18 → Voting is allowed only if the person is 18 years or older
- citizenship == "yes" → Person must be a citizen of the country

Step 3: Decision

- If both conditions are true, the person can vote
- If any condition is false, the person cannot vote

Task Description #2(AI-Based Code Completion for Loop-Based String Processing)

Task: Use an AI tool to process strings using loops.

Prompt:

“Generate Python code to count vowels and consonants in a string using a loop.”

Expected Output:

- AI-generated string processing logic.
- Correct counts.
- Output verification.

The screenshot shows a code editor with a Python script titled 'vowels and consonants in a string.py'. The code uses a loop to iterate through each character in a string, checking if it is a vowel or consonant and updating counters accordingly. The terminal output shows the program being run twice: first with the input 'karthisha' resulting in 3 vowels and 6 consonants, and then with 'sreenavya' resulting in 4 vowels and 5 consonants. An AI agent sidebar on the right provides a prompt to generate the code and lists other agents.

```
1 # Count vowels and consonants in a string
2
3 text = input("Enter a string: ").lower()
4
5 vowels = 0
6 consonants = 0
7
8 for ch in text:
9     if ch.isalpha():           # check only letters
10        if ch in "aeiou":
11            vowels += 1
12        else:
13            consonants += 1
14
15 print("Vowels:", vowels)
16 print("Consonants:", consonants)
17
```

Terminal Output:

```
PS D:\3-2\AIAC> & C:/Users/pashi/AppData/Local/Microsoft/WindowsApps/python3.11.exe "d:/3-2/AIAC/vowels and consonants in a string.py"
Enter a string: karthisha
Vowels: 3
Consonants: 6
PS D:\3-2\AIAC> & C:/Users/pashi/AppData/Local/Microsoft/WindowsApps/python3.11.exe "d:/3-2/AIAC/vowels and consonants in a string.py"
Enter a string: sreenavya
Vowels: 4
Consonants: 5
PS D:\3-2\AIAC>
```

Step-by-Step Explanation (String Processing Logic)

Step 1: Take input

- Read a string from the user
- Convert it to lowercase to avoid case issues (A and a)

Step 2: Initialize counters

- vowels = 0
- consonants = 0

Step 3: Loop through the string

for ch in text:

- Each character is checked one by one

Step 4: Apply conditions

- `ch.isalpha()` → ensures only letters are counted
- If character is in "aeiou" → vowel
- Otherwise → consonant

Step 5: Print results

- Display total number of vowels
- Display total number of consonants

Task Description #3 (AI-Assisted Code Completion Reflection Task)

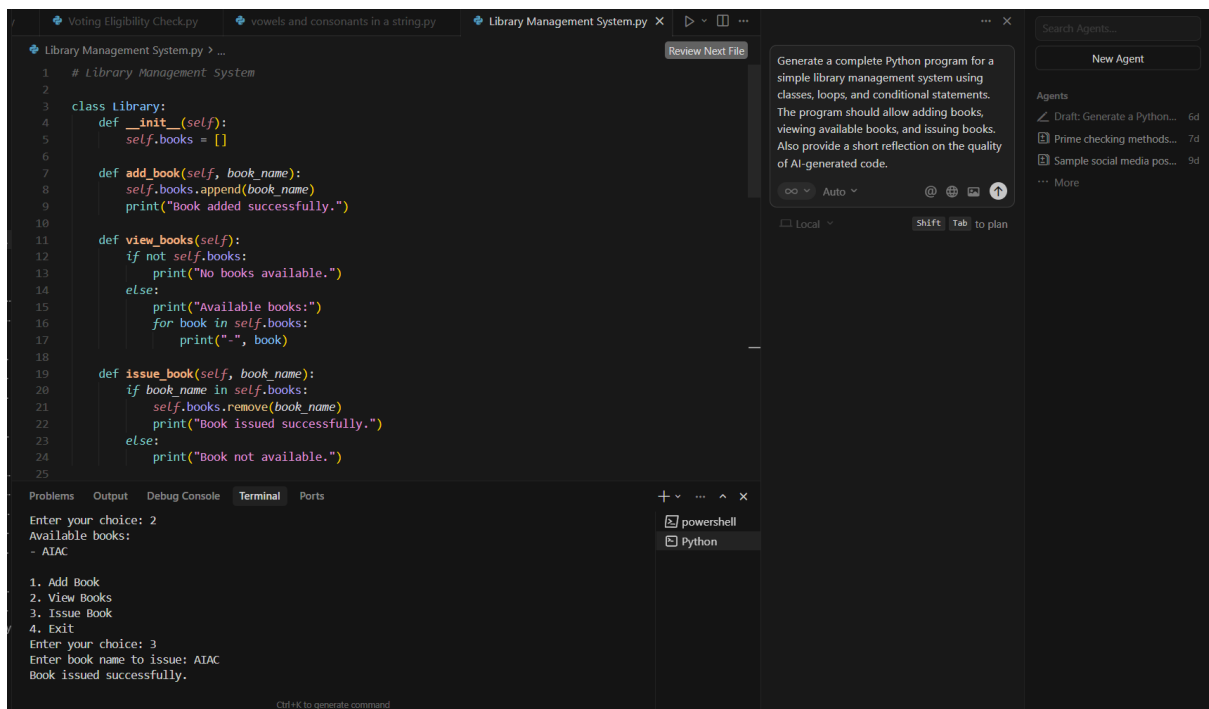
Task: Use an AI tool to generate a complete program using classes, loops, and conditionals.

Prompt:

“Generate a Python program for a library management system using classes, loops, and conditional statements.”

Expected Output:

- Complete AI-generated program.
- Review of AI suggestions quality.
- Short reflection on AI-assisted coding experience.



Explanation of Program Components

Classes

- Library class stores and manages book data
- Uses a list books to store book names

Loops

- while True loop keeps the menu running until the user exits
- for loop displays available books

Conditionals

- if-elif-else used to:
 - Handle user menu choices
 - Check book availability before issuing

Review of AI Suggestions Quality

- The AI-generated code is structured and readable
- Proper use of object-oriented programming
- Logical flow using loops and conditionals
- Easy to understand and modify

- Suitable for beginner-level implementation

Task Description #4 (AI-Assisted Code Completion for Class-Based Attendance System)

Task: Use an AI tool to generate an attendance management class.

Prompt: “Generate a Python class to mark and display student attendance using loops.”

Expected Output:

- AI-generated attendance logic.
- Correct display of attendance.
- Test cases.

```
3 class Attendance:
11     def display_attendance(self):
12         print("\nAttendance Records Available. ")
14     else:
15         print("\nStudent Attendance:")
16         for name, status in self.students.items():
17             print(name, ":", status)
18
19
20 attendance = Attendance()
21
22 while True:
23     print("\n1. Mark Attendance")
24     print("\n2. Display Attendance")
25     print("\n3. Exit")
26
27     choice = int(input("Enter your choice: "))
28
29     if choice == 1:
30         name = input("Enter student name: ")
31         status = input("Enter status (Present/Absent): ")
32         attendance.mark_attendance(name, status)
33
34     elif choice == 2:
35         attendance.display_attendance()
36
37
38 1. Mark Attendance
39 2. Display Attendance
40 3. Exit
41 Enter your choice: 1
42 Enter student name: KARTHISHA
43 Enter status (Present/Absent): PRESENT
44 Attendance marked for KARTHISHA
45
46 1. Mark Attendance
47 2. Display Attendance
```

Explanation of Attendance Logic

Step 1: Class Creation

- Attendance class is created
- Uses a dictionary students
 - Key → student name

- Value → attendance status (Present/Absent)

Step 2: Mark Attendance

- mark_attendance() method
- Stores or updates student attendance

Step 3: Display Attendance

- display_attendance() method
- Uses a for loop to print all records

Step 4: Loop & Conditionals

- while loop keeps menu running
- if-elif-else handles user choices

Task Description #5 (AI-Based Code Completion for Conditional Menu Navigation)

Task: Use an AI tool to complete a navigation menu.

Prompt: “Generate a Python program using loops and conditionals to simulate an ATM menu.”

Expected Output:

- AI-generated menu logic.
- Correct option handling.
- Output verification.

The screenshot shows a code editor with a Python file named 'ATM Menu Simulation.PY'. The code implements an ATM menu with options to check balance, deposit money, withdraw money, and exit. It uses a loop to keep the menu running until the user chooses to exit. The terminal output shows the program running and the user interacting with the menu.

```
6 print("\n--- ATM MENU ---")
7 print("1. Check Balance")
8 print("2. Deposit Money")
9 print("3. Withdraw Money")
10 print("4. Exit")
11
12 choice = int(input("Enter your choice: "))
13
14 if choice == 1:
15     print("Current Balance:", balance)
16
17 elif choice == 2:
18     amount = int(input("Enter amount to deposit: "))
19     if amount > 0:
20         balance += amount
21         print("Amount deposited successfully.")
22     else:
23         print("Invalid deposit amount.")
24
25 elif choice == 3:
26     amount = int(input("Enter amount to withdraw: "))
27     if amount <= balance and amount > 0:
28         balance -= amount
29         print("Please collect your cash.")
30     else:
31         print("Invalid withdrawal amount.")
32
33 while True:
34     choice = int(input("Enter your choice: "))
35     if choice == 1:
36         print("Current Balance:", balance)
37     elif choice == 2:
38         amount = int(input("Enter amount to deposit: "))
39         if amount > 0:
40             balance += amount
41             print("Amount deposited successfully.")
42         else:
43             print("Invalid deposit amount.")
44     elif choice == 3:
45         amount = int(input("Enter amount to withdraw: "))
46         if amount <= balance and amount > 0:
47             balance -= amount
48             print("Please collect your cash.")
49         else:
50             print("Invalid withdrawal amount.")
51     elif choice == 4:
52         print("Exiting ATM Menu...")
53         break
54     else:
55         print("Invalid choice. Please try again.")
56
57 print("ATM Menu Simulation Complete.")
```

Terminal Output:

```
4. Exit
Enter your choice: 1
Current Balance: 10000

--- ATM MENU ---
1. Check Balance
2. Deposit Money
3. Withdraw Money
4. Exit
Enter your choice: 2
Enter amount to deposit: 500
```

Explanation of Menu Logic

Step 1: Initialize balance

- `balance = 10000` sets the starting amount

Step 2: Loop for menu

- `while True` keeps the ATM menu running
- Menu repeats until user chooses Exit

Step 3: Conditional handling

- `if choice == 1` → Check balance
- `elif choice == 2` → Deposit money
- `elif choice == 3` → Withdraw money
- `elif choice == 4` → Exit program
- `else` → Invalid option