AI ASSISTED CODING

LAB-12.4

NAME: K. MANIKANTA

ENROLLNO:2403A52040

BATCH:03

TASK-01:

Implementing Bubble Sort with AI Comments.

PROMPT:

Generate a python code to implement bubble sort.

CODE:

```
def boble_sort(arr);

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Sorts a list in according order using the Bubble Sort algorithm.

pages arr: A list of comparable elements.

n = len(arr)

# Outer loop to iterate through the list. This represents the number of passes.

# After each pass 'I', the i-th largest element will be in its correct final position.

for i in range(n):

# A fing to optimize the sort. If no swaps occur in a full pass,

# the list is already sorted, and we can terminate early.

**support * False

# Immer loop for comparing adjacent elements.

# The range is 'n-i-1' because the last' 's elements are already sorted

# and in their correct final positions.

for j in range(0, n -1 - 1):

# Compare the correct final positions.

for j in range(0, n -1 - 1):

# Since a swap was made, set the next, they are out of order.

# Perform the swap to mose the larger element to the right.

arc(j), arr[j,1] = arr[j,1], arr[j,1]

# Since a swap was made, set the swapped flag to True.

**swapped True

**swapped True
```

```
PSC:\Users\ramch\OneDrive\Desktop\ai> & C:\Users\ramch\AppData/Local/Programs\Python\Python312\python.exe c:\Users\ramch\OneDrive\Desktop\ai\1ab12.4\12.4.1.py
### Original list: [64, 34, 25, 12, 22, 11, 90]
### Original list (already sorted): [1, 2, 3, 4, 5]
### Original list (already sorted): [1, 2, 3, 4, 5]
### Sorted list: [1, 12, 2, 3, 4, 5]
### Sorted list: [1, 2, 3, 4, 5]
### Original list (already sorted): [1, 2, 3, 4, 5]
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### Original list (already sorted): [1, 2, 3, 4, 5]
### Original list (already sorted): [1, 2, 3, 4, 5]
### Original list (already sorted): [1, 2, 3, 4, 5]
### Or
```

Bubble Sort repeatedly compares and swaps adjacent elements if they are in the wrong order, moving the largest element to the end in each pass — like bubbles rising to the top.

TASK-02:

Optimizing Bubble Sort → Insertion Sort

PROMPT:

Convert the following bubble sort code to the insertion sort.

CODE:

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

PS C:\USers\ramch\OneDrive\Desktop\ais & C:\Users/ramch\AppBata/Local/Programs/Python/Python312/python.exe c:\Users/ramch\OneDrive\Desktop\ai/lab12.4/12.4.1.py

Original list: [64, 34, 25, 12, 22, 11, 90]

Original list: [11, 12, 22, 25, 34, 64, 90]

Original list: [1, 12, 3, 4, 5]

Sorted list: [1, 2, 3, 4, 5]

Sorted
```

Optimization from Bubble Sort to Insertion Sort:

Instead of repeatedly swapping adjacent elements like in Bubble Sort, **Insertion Sort** shifts elements to insert each item directly into its correct position. This reduces unnecessary swaps and makes it faster, especially for nearly sorted data.

TASK-03:

Binary Search vs Linear Search

PROMPT:

Implement the linear search and binary search with comments.

CODE:

```
## A CALON 2.

| Import random
| Performs a linear search to find the target element in a list.
| Import random
| Import rando
```

```
> • 12.43.py > ...
def binary_search(arr: list, target: any) -> int:
                   - Pre-requisite: The input list `arr` MUST be sorted.

- Time Complexity:

- Best Case: O(1) (target is the middle element)

- Average Case: O(10g n)

- Norst Case: O(10g n)

- Space Complexity: O(1) (Iterative version) or O(log n) (recursive version due to call stack)

- Highly efficient for large, sorted datasets.
        while low <= high:
    mid = (low + high) // 2
    if arr[mid] == target:
        return mid
    elif arr[mid] < target:
        low = mid + 1
    else:
        high = mid - 1
return -1
        # Tangets for search
tanget present_start = 0
tanget_present_middle = LIST_SIZE // 2
tanget_present_end = LIST_SIZE - 1
tanget_not_present = LIST_SIZE + 100
         # Student Observation Table Header
print(f*('$cenario':<30) | {'Linear Search Time (s)':<25} | {'Binary Search Time (s)':<25}")
print("-" * 45)</pre>
        # Test 1: Linear Search on unsorted data (target present)
start_time = time.perf_counter()
linear_search(unsorted_data, target_present_middle)
end_time = time.perf_counter()
linear_time_unsorted_present = end_time - start_time
print(f"{'Unsorted_(Target Present)':<38} | (!Inear_time_unsorted_present:<25.8f} | {'N/A (Requires Sorted)':<25}")</pre>
     linear_time_unsorted_present = end_time - start_time
print(f"{'Unsorted_(Target Present)':<30} | {linear_time_unsorted_present:<25.8f} | {'N/A (Requires Sorted)':<25}")</pre>
    # Test 2: Linear search on unsorted data (target not present)

Start_time = time.perf_counter()

linear_search(unsorted_data, target_not_present)

end_time = time.perf_counter()

linear_time = time.perf_counter()

linear_time_unsorted_not_present = end_time - start_time

print(f"{'Unsorted (Target Not Present)':<38} | {linear_time_unsorted_not_present:<25.8f} | {'N/A (Requires Sorted)':<25}")
    # Test Of Line = time.perf_counter()
linear_search(sorted_data, target_present_middle)
end_time = time.perf_counter()
linear_time_sorted_present = end_time - start_time
    # Test 4: Binary Search on sorted data (target present)
start_time = time.perf_counter()
binary_search(sorted_data, target_present_middle)
end_time = time.perf_counter()
binary_time_sorted_present = end_time -
start_time
print(f"{'Sorted_(Target_Present)':<30} | {Inear_time_sorted_present:<25.8f} | {binary_time_sorted_present:<25.8f}")</pre>
    # Test 5: Linear Search on sorted data (target not present)
start_time = time.perf_counter()
linear_search(sorted_data, target_not_present)
end_time = time.perf_counter()
linear_time_sorted_not_present = end_time - start_time
    # Test 6: Binary Search on sorted data (target not present)
start_time = time.perf_counter()
binary_search(sorted_data, target_not_present)
end_time = time.perf_counter()
binary_time_sorted_not_present = end_time - start_time
print(f*('Sorted_(Target_Not_Present)':<30) | (linear_time_sorted_not_present:<25.8f) | (binary_time_sorted_not_present:<25.8f)")</pre>
    print("\nllote: Binary Search times for unsorted data are marked 'N/A' as it requires a sorted list.")
print("If the data is initially unsorted, the time to sort it must be added to Binary Search's total time.")
```

```
PS C:\Users\ramch\OneDrive\Desktop\ai> C:\Users\ramch\OneDrive\Desktop\ai> C:\Users\ramch\OneDrive\Desktop\ai> C:\Users\ramch\OneDrive\Desktop\ai> (Ist Size: 100000) ---

Scenario | Linear Search Time (s) | Binary Search Time (s) |
Insorted (Target Present) | 0.00364970 | N/A (Requires Sorted)
Unsorted (Target Present) | 0.00297820 | N/A (Requires Sorted)
Sorted (Target Present) | 0.00297820 | N/A (Requires Sorted)
Sorted (Target Present) | 0.00224120 | 0.00000370

Sorted (Target Not Present) | 0.00224120 | 0.00000340

Note: Binary Search times for unsorted data are marked 'N/A' as it requires a sorted list.
If the data is initially unsorted, the time to sort it must be added to Binary Search's total time.

PS C:\Users\ramch\OneDrive\Desktop\ai>
```

Linear Search: Checks each element one by one until the target is found or the list ends. Works on **unsorted** data but is **slow (O(n))**.

Binary Search: Repeatedly divides a **sorted** list in half to find the target. Much **faster (O(log n))**, but requires the data to be sorted.

TASK-04:

Quick Sort and Merge Sort Comparison

PROMPT:

Implement the quick sort and merge sort using recursion.

CODE:

```
imbiCA > ↑ 12AApy > © menge.sort

I import time

import andom

import sys

### Import sys

##
```

```
def _quick_sort_recursive(arr, low, high):
    """Helper function for recursive calls."""
       ""Helper function for recursive calls.""

if low < high:

partition_index = _partition(arr, low, high)
_quick_sort_recursive(arr, low, partition_index - 1)
_quick_sort_recursive(arr, partition_index + 1, high)
                                                                                                                                                                                                                                                                                                                              Q Ln 17, Col 55 Spaces: 4 UTF-8 CF
 def _partition(arr, low, high):
         if arr[j] <= pivot:
    i += 1
    arr[i], arr[j] = arr[j], arr[i]
arr[i + 1], arr[high] = arr[high], arr[i + 1]
return i + 1</pre>
# --- Performance Comparison
if __name__ == "__main__":
    LIST_SIZE = 1000
        # Generate data
random_data = [random.randint(0, LIST_SIZE) for _ in range(LIST_SIZE)]
sorted_data = list(range(LIST_SIZE))
reverse_sorted_data = list(range(LIST_SIZE, 0, -1))
        datasets = {
    "Random": random_data,
    "Sorted": sorted_data,
                 "Reverse-Sorted": reverse_sorted_data
        print(f"--- Sorting Algorithm Performance Comparison (List Size: {LIST_SIZE}) ---\n")
print(f"{'Data Type':<20} | {'Quick Sort Time (s)':<25} | {'Merge Sort Time (s)':<25}")
print("-" * 75)</pre>
          for name, data in datasets.items():
                  # We pass a copy because quick_sort sorts in-place qs_data = data.copy()
                  start_time = time.perf_counter()
quick_sort(qs_data)
end_time = time.perf_counter()
qs_time = end_time - start_time
                # We pass a copy to be consistent
ms_data = data.copy()
start_time = time.perf_counter()
merge_sort(ms_data)
end_time = time.perf_counter()
ms_time = end_time - start_time
         \label{lem:print("NNote: Quick Sort's O(n^2) worst-case on sorted data is clearly visible.")} \\ \textbf{print("Merge Sort's O(n log n) performance is consistent across all data types.")} \\
```

OUTPUT:

o12.4 > ♥ 12.4.4.py > ♡ merge_sort 42 __def _merge(left: list, right: list) -> list:

> # Append remaining elements sorted_list.extend(left[i:]) sorted_list.extend(right[j:]) return sorted_list

Quick Sort is a divide-and-conquer algorithm. It works by selecting a 'pivot' element from the array and partitioning the other elements into two sub-arrays, according to whether they are less than or greater than the pivot. The sub-arrays are then sorted recursively. This implementation modifies the list in-place.



Quick Sort: Uses a **pivot** to partition the array into smaller and larger elements, then sorts each part recursively. It's **faster on average** ($O(n \log n)$) but may degrade to $O(n^2)$ in the worst case.

Merge Sort: Divides the array into halves, sorts them, and then **merges** them. It always runs in **O(n log n)** time but uses **extra memory** for merging.

TASK-05:

AI-Suggested Algorithm Optimization

PROMPT:

Generate the python code which implements the duplicate search.

CODE:

```
def find duplicates brute force(nums: list) -> list:
               This algorithm compares each element with every other element to find duplicates. It then ensures that each duplicate is added only once to the result list.
            Performance Notes:

- Time Complexity: O(n^2)

- The nested loops lead to quadratic time complexity, as for each | element, it potentially iterates through the rest of the list.

- The 'if num in duplicates' check within the loop can add another | O(k) operation where k is the number of duplicates found so far, making it even worse in practice for many duplicates.

- Space Complexity: O(k) where k is the number of unique duplicates.

- Not suitable for large lists due to its high time complexity.
            Finds duplicate numbers in a list efficiently using sets.
               This algorithm uses two sets: one to keep track of numbers seen so far, and another to store the unique duplicates found. This reduces the lookup time to \mathrm{O}(1) on average.
               Returns:
list: A list containing the unique duplicate numbers found in the input list.
lef find_duplicates_optimized(nums: list) -> list:
                   - Time Complexity: 0(n) on average

- Each element is processed once. Set insertion and lookup operations

| take O(1) time on average

- Space Complexity: O(n) in the worst case

- Both 'seem' and 'duplicates' sets could potentially store up to

| n/2 elements (if all elements are unique or all are duplicates).

- Highly efficient for large lists.
      seen = set()
duplicates = set()
for num in nums:
    if num in seen:
        duplicates.add(num)
    else:
       seen.add(num)
return list(duplicates)
     -- Performance Comparison ---
__name__ == "__main__":
LIST_SIZE = 5000  # Adjust for larger lists to see the difference more clearly
MX_VALUE = LIST_SIZE // 2 # Ensures a good number of duplicates
      # Generate a list with many duplicates
test_list = [random.randint(0, MAX_VALUE) for _ in range(LIST_SIZE)]
     # Test Brute-Force Version
start_time = time.perf_counter()
brute_force_duplicates = find_duplicates_brute_force(test_list)
end_time = time.perf_counter()
brute_force_time = end_time - start_time
print(f"Brute-Force Algorithm:")
print(f" Time taken: (brute_force_time:.6f) seconds")
print(f" Found {len(brute_force_duplicates)} unique duplicates.")
     # Test Optimized Version
start_time = time.perf_counter()
optimized_duplicates = find_duplicates_optimized(test_list)
end_time = time.perf_counter()
optimized_time = end_time = start_time
print(f"Optimized_Algorithm (using sets):")
print(f" Time taken: (optimized_time:.6f) seconds")
print(f" Found {len(optimized_duplicates)} unique duplicates.")
```

```
Problems output preud console meanual rooms

S. Cylbers/ramch/OmeDrive/Desktop/ai/abi2.4/12.4.5.py

e... Duplicate finder Performance Comparison (List Size: 5000) ...

Brute-Force Algorithm:
Time taken: 0.413785 seconds
found 1461 unique duplicates.

Optimized Algorithm (using sets):
Time taken: 0.000501 seconds
found 1461 unique duplicates.

Optimized Algorithm (using sets):
Time taken: 0.000501 seconds
found 1461 unique duplicates.

Observation: The optimized version is significantly faster for large lists.
Speedup: 865-58k
o PS C:\Users\ramch\OmeDrive\Desktop\ai>
```

The task involves first writing a naive duplicate-finding algorithm using nested loops, which has $O(n^2)$ complexity. Then, AI can optimize it by using a set or dictionary to track seen elements, reducing the complexity to O(n). Students compare execution times on large inputs and explain that the optimization improves efficiency by avoiding repeated comparisons.