AI ASSISTED CODING LAB 7.2

TOPIC: Error Debugging with AI: Systematic approaches to finding and fixing bugs

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BATCH: 01

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Task 1: Syntax Error in Conditionals

Used Prompt:

```
a = 10
```

if a = 10:

print("equal")

In the given code, mention the error and give the corrected code

Corrected Code:

```
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# The original code had 'if a = 10:', which is incorrect.

# In Python, use '==' for comparison, not '=' for assignment in an if statement.

if a == 10:

print["equal"]

equal
```

Error Explanation:

The error in the code we should use double == not only single = to check equality of a number.

Task 2: Loop Off-By-One Error.

Used prompt:

```
def sum_upto_n(n):
  total = 0
  for i in range(1,n):
  total +=i
  return total
```

In the given code identify and mention the error like the previous cell and correct the code

Corrected Code:

Error Explanation:

The error is in the given range(1, n). To calculate the sum, the range used should be range (1, n+1).

TASK 3: Attribute Error

Used Prompt:

```
class user: def _init_(self,name):
    self.name = name
    u = user("Alice")
    print(u.getname())
```

In the given code identify the error, mention it and correct the code

Corrected Code:

Error Explanation:

The getname() method is called, but not defined in the user class.

TASK 4: Incorrect Class Attribute Initialization

Used Prompt:

```
class Car:
def start():
print("Car Started")
mycar = Car()
mycar.start()
```

in the given code identify the error in the code mention it and give the corrected code

Corrected Code:

```
Class Car:

# Missing 'self' parameter: Methods called on an instance need 'self' as the first parameter.

def start(self):
    print("Car Started")

mycar = Car()
    mycar.start()

Car Started
```

Error Explanation:

When defining a method in a class that will be called on an instance of the class (like mycar), the first parameter of the method should be self, which refers to the instance itself.

TASK 5: Conditional Logic Error in Grading System

Used Prompt:

```
def grade_student(score):
    if score < 40:
    return "A"
    elif score < 70:
    return "B"
    else: return "C"

in this code, make changes that if score >:= 90 return A if score < 70 return B else return C</pre>
```

Corrected Code:

```
def grade_student(score):

# Logical Error: The original grading logic was incorrect for certain scores.

# Correcting the logical error in grading:

# score >= 90 for "A"

# score < 70 for "B"

# Otherwise "C"

if score >= 90:

return "A"

elif score < 70:

return "B"

else:

return "C"
```

Error Explanation:

In this code we have a logical error. The corrected logic is that if score >=90 return A, if score > 70 return B and if score < 40 return C