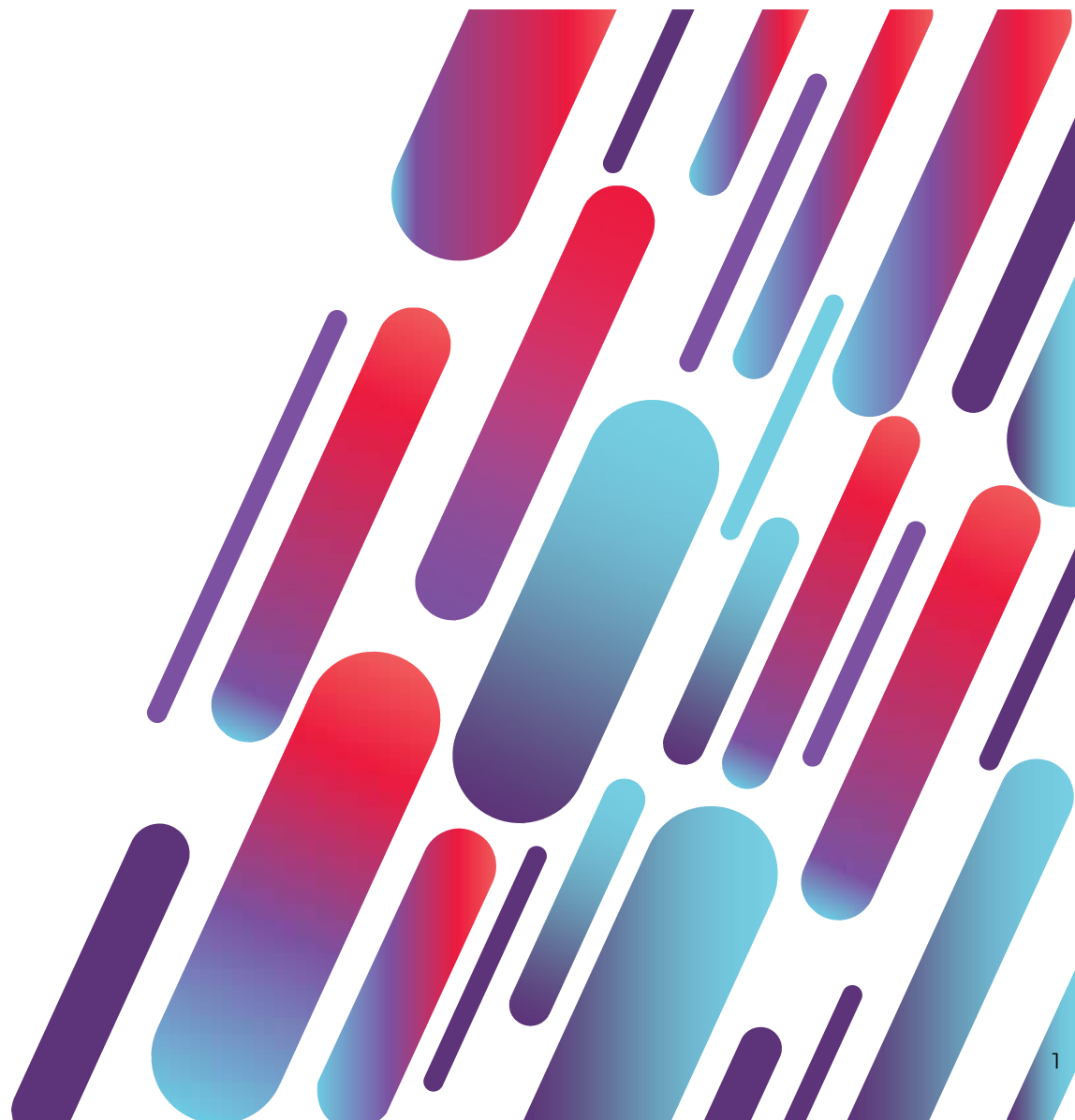




# IntelliCodEx



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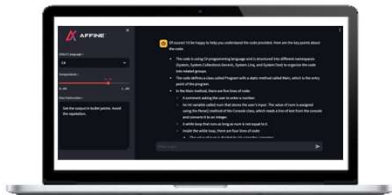
# Intelligent Code Explainer: IntelliCodEx

## BUSINESS PROBLEM



Mercedes Benz wants to create a smart documentation assistant that would explain and document their existing and legacy codes which will be deployed on their premises

## OUTPUT



The output was consumed in the form of a IDE plugin/web tool that facilitates seamless access to upload code files through an intuitive and efficient user interface.

## CAPABILITY USED



**Prompt Engineering:** Prompts are fine-tuned to give the user flexibility to obtain the results in the format they require for different programming languages



**Hosting:** The model will be hosted on a suitable on-prem device and linked within the private network to make it accessible for anyone in the network to the user query .



**User Interface:** Built a dedicated user interface that helps to submit the code snippets and perform contextual Q&A if necessary, which can be also integrated to an IDE of client's choice

## BUSINESS BENEFITS



**Reduced Time** to search through the document manually



**Increased Scalability** to handle multiple queries simultaneously



**A centralized and trusted** source of the data



**Industry**  
**AUTOMOTIVE**



**Function**  
**DOCUMENTATION**



**Data Used**  
**Existing and Legacy Codes**



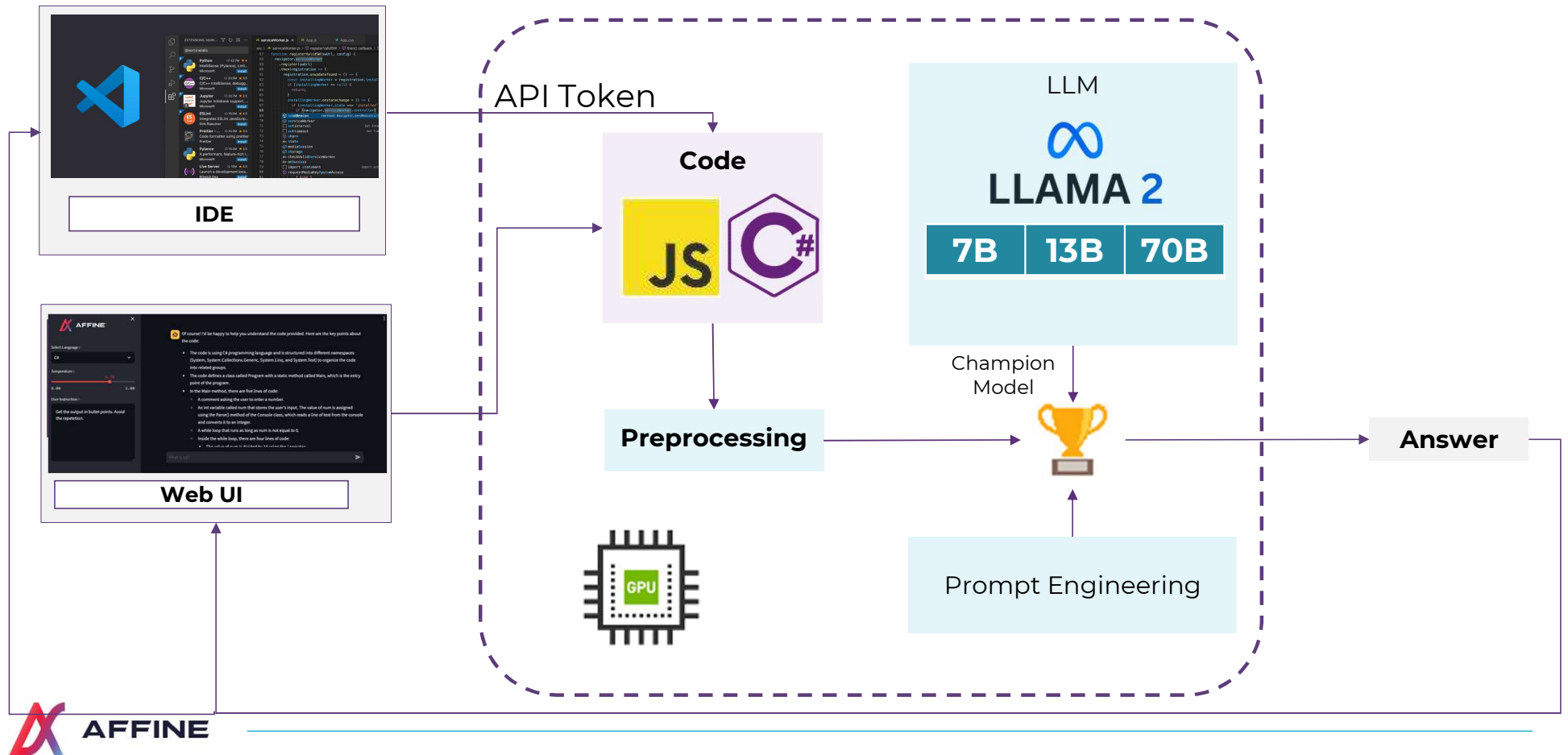
**Tech Stack**



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# Technical Architecture

Illustrative



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## Sample Results: C#

```
using System;
class Program
{
    static void Main()
    {
        Console.WriteLine("Enter the Base : ");
        double num = double.Parse(Console.ReadLine());
        Console.WriteLine("Enter the First Exponent :");
        double exp1 = double.Parse(Console.ReadLine());
        Console.WriteLine("Enter the Second Exponent :");
        double exp2 = double.Parse(Console.ReadLine());
        double mul;
        mul = exp1 + exp2;
        Console.WriteLine("Result is : {0}^{1} : {2}", num,
mul, Math.Pow(num, mul));
        Console.ReadLine();
    }
}
```



Sure, I'd be happy to help! Here are the main points of the code:

- The code is written in C# and uses the `System` namespace.
- The program prompts the user to enter a base (using `Console.WriteLine("Enter the Base : ")`) and then reads the input using `double.Parse()`. This stores the value of the base in a variable called `num`.
- The program then prompts the user to enter two exponents (using `Console.WriteLine("Enter the First Exponent :")` and `Console.WriteLine("Enter the Second Exponent :")`). Again, these inputs are read using `double.Parse()`. These values are stored in variables called `exp1` and `exp2`, respectively.
- The program then calculates the result of raising the base to the first exponent plus the base to the second exponent using the formula `mul = exp1 + exp2`. This value is assigned to a variable called `mul`.
- Finally, the program prints out the result using `Console.WriteLine("Result is : {0}^{1} : {2}", num, mul, Math.Pow(num, mul))`, where `{0}` and `{2}` are placeholders for the base and the result, respectively. The `Math.Pow()` method is used to calculate the actual value of the result.
- The program ends with a call to `Console.ReadLine()`, which waits for the user to press Enter before continuing.

## Sample Results: Javascript

```
function getSong(){
  fetch(api)
    .then(response => {
      return response.json();
    })
    .then(data => {
      console.log(data);
      song.title = data.now_playing.song.title;
      song.artist = data.now_playing.song.artist;

      song.bitrate.high = data.station.mounts[0].bitrate;
      song.url.high = data.station.mounts[0].url;

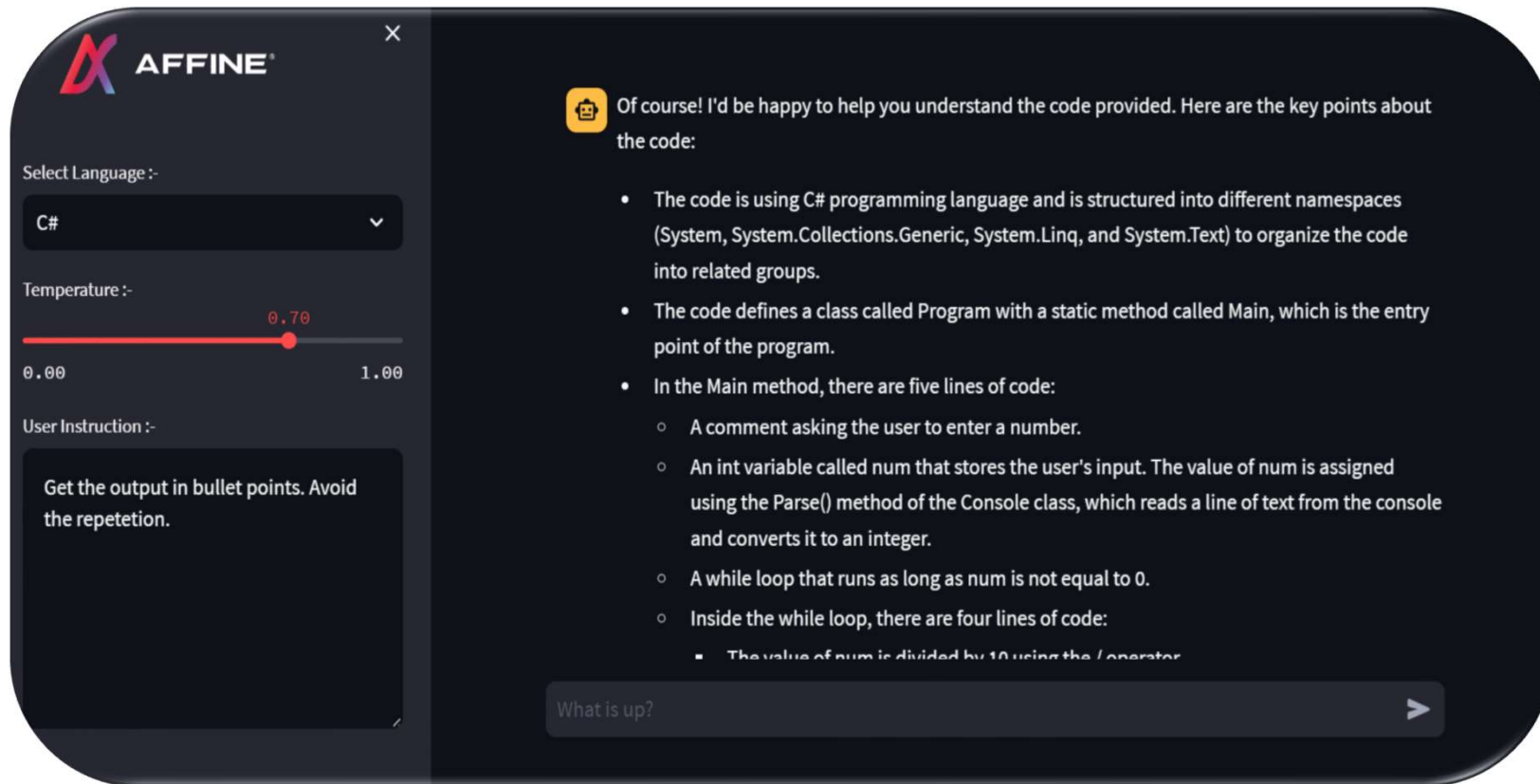
      song.bitrate.low = data.station.mounts[1].bitrate;
      song.url.low = data.station.mounts[1].url;
    })
    .then(() => {
      displayInfo();
    })
    .catch(error =>{
      songTitleElement.innerText = error.message;
    });
}
```



Sure! Here's an explanation of the overall code provided by the user:

- The function `getSong()` is called when a button is clicked, and it fetches data from an API.
- The data fetched includes information about a song currently playing on a radio station, such as the title, artist, bitrate (high and low), and URL (high and low).
- The data is logged to the console using `console.log()`.
- The `song` object is updated with the fetched data by setting properties for the title, artist, bitrate (high and low), and URL (high and low).
- The function calls `displayInfo()` when the data has been fetched successfully.
- If there's an error while fetching the data, the `songTitleElement.innerText` is set to the error message.

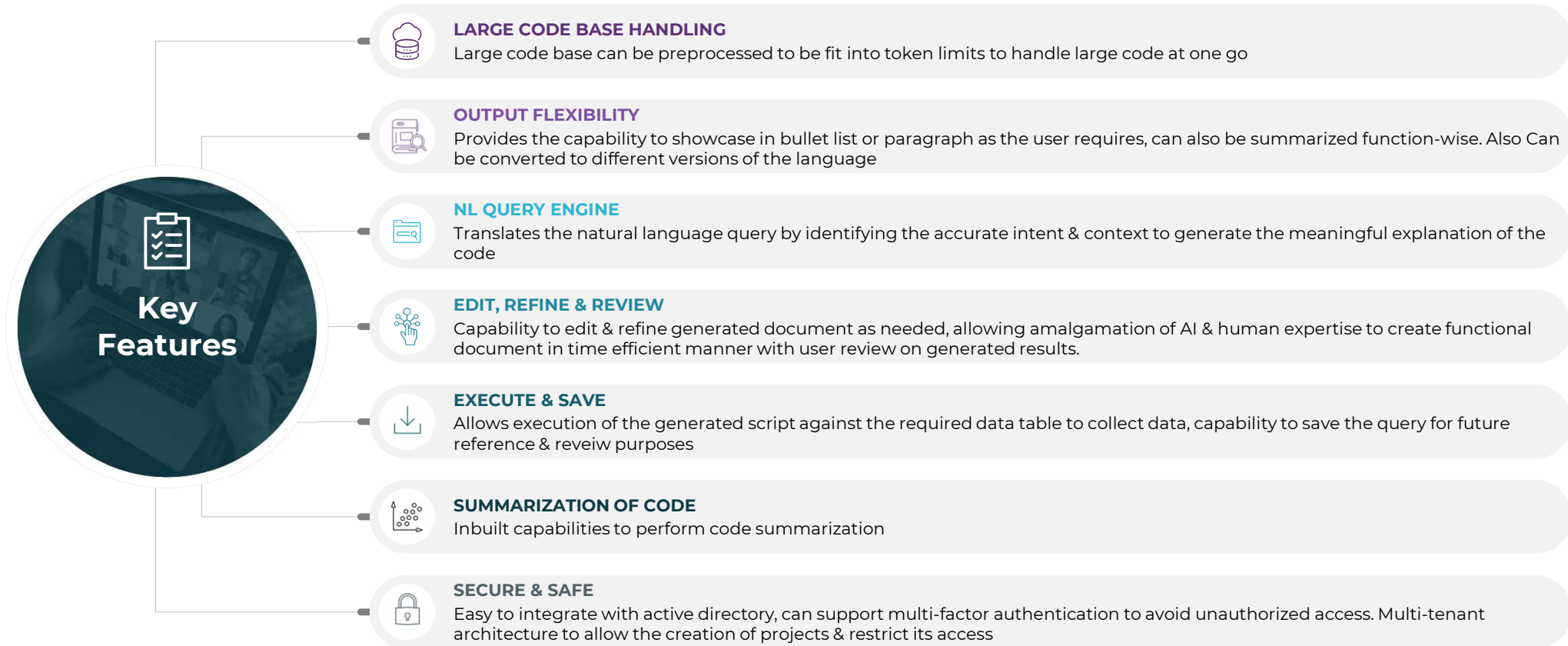
# UI Snapshot



## Notes

- 1 Option to choose a programming language
- 2 Flexibility to user instruction to change document style
- 3 Option for parameter setting to tune the model
- 4 Enter the code base
- 5 View, Save or export the document from executed instruction

# Key Features Of Our Solution





# THANK YOU



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