#### AI ASSISTED CODING LAB ASSIGNMENT:11.1

#### **NAME:ALLA SREEMANTH REDDY**

ROLL NO: 2403A510G1

BATCH:06

### Task #1 – Stack Implementation

#### **Prompt**

Use AI to generate a Stack class with push, pop, peek, and is\_empty methods.

#### Code

#### **Observation**

All tests passed. Push, pop, and peek work as expected. Errors raised for empty stack.

# Task #2 – Queue Implementation

## Prompt

Use AI to implement a Queue using Python lists.

```
◆ .2p.py × ◆ .3py.py ◆ .4py.py ◆ .5py.py ◆ .6py.py ◆ .7py.py ◆ .8py.py
               Methods:
enqueue(item): Add an item to the back of the queue.
dequeue(): Remove and return the item from the front of the queue.
peek(): Return the item at the front of the queue without removing it.
size(): Return the number of elements in the queue.
              def __init__(self):
    """Initialize an empty queue."""
    self._items = []
               def enqueue(self, item):
    """Add an item to the back of the queue.
               def dequeue(self):
    """Remove and return the item from the front of the queue.
                    raise IndexError("dequeue from empty queue")
return self._items.pop(0)
               def peek(self):
    """Return the item at the front of the queue without removing it.
 PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
PS C:\Users\allas\OneOrive\Documents\web> & C:\Python313\python.exe c:\Users\allas\OneOrive\Documents\web\.3py.py 10 -> 20 -> 30 PS C:\Users\allas\OneOrive\Documents\web> [
                      ♣ .2p.py X
♣ .3py.py
♣ .4py.py
♣ .5py.py
♣ .6py.py
♣ .7py.py
♣ .8py.py
♣ .9py.py
$ 2p.py > ...
1 class Queue:
6 def peek(self):
                 if self.size() == 0:
raise IndexError("peek from empty queue")
return self._items[0]
               def size(self):
    """Get the number of elements in the queue.
          # Example usage
if __name__ == "__main__":
    q = Queue()
    q.enqueue("A")
    q.enqueue("B")
    q.enqueue("C")
                print("Front element:", q.peek()) # A
print("Removed:", q.dequeue()) # A
print("Queue size:", q.size()) # 2
 PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
P5 C:\Users\allas\OneOrive\Documents\web> & C:\Python313\python.exe c:/Users/allas/OneOrive/Documents/web/.3py.py 10 -> 20 -> 30 P5 C:\Users\allas\OneOrive\Documents\web> [
```

Queue behaves as FIFO. All assert cases passed.

# Task #3 – Singly Linked List

### Prompt

Generate a Singly Linked List with insert and display methods.

```
2p.py
                            ◆ .3py.py × ◆ .4py.py ◆ .5py.py
       class Node:

"""A node in a singly linked list.
          Attributes:

data: The value stored in the node.

next (Node): The reference to the next node in the list.
"""
              """Initialize a new node with the given data."""
self.data = data
self.next = None
       class LinkedList:
    """A simple implementation of a singly linked list.
           insert(data): Insert a new node with the given data at the end of the list. display(): Print all elements in the linked list.
                 "Initialize an empty linked list."""
                 "Insert a new node with the given data at the end of the list.
                new_node = Node(data)
                if self.head is None:
                     self.head = new_node
                   current = self.head
while current.next:
                        current = current.next
                current.next = new_node
           def display(self):
                elements = []
                current = self.head
                    elements.append(str(current.data))
                     current = current.next
                print(" -> ".join(elements) if elements else "Linked list is empty")
       11.insert(10)
            11.insert(20)
            11.insert(30)
 59
60
            11.display() # Output: 10 -> 20 -> 30
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
PS C:\Users\allas\OneDrive\Documents\web> & C:\Python313\python.exe c:/Users/allas/OneDrive/Documents/web/.3py.py
10 -> 20 -> 30
PS C:\Users\allas\OneDrive\Documents\web>
```

#### **Observation**

Insertion at head is correct; display returns values in proper order.

# Task #4 – Binary Search Tree

## Prompt

Create a BST with insert and in-order traversal methods.

```
.8ру.ру
                                                                                                                                               🧼 .9ру.ру
                            Attributes:

data: The value stored in the node.

left (Node): The left child.

right (Node): The right child.

"""
             "Initialize a new node with the given data."""
       self.left = None
self.right = None
   def __init__(self):
    """Initialize an empty Binary Search Tree."""
    self.root = None
   def insert(self, data):
    """Insert a value into the BST.
Click to collapse the range.
             data: The value to insert.
               self.root = self._insert_recursive(self.root, data)
              """Helper method to insert recursively."""
if node is None:
              if data < node.data:
             node.left = self._insert_recursive(node.left, data)
elif data > node.data:
    node.right = self._insert_recursive(node.right, data)
# If data == node.data, ignore to avoid duplicates (optional)
              return node
      def inorder(self):
    """Return a list of elements from an in-order traversal."""
    result = []
    self._inorder_recursive(self.root, result)
    return result
       def _inorder_recursive(self, node, result):
    """Helper method to traverse in-order recursively."""
              if node:
    self._inorder_recursive(node.left, result)
    result.append(node.data)
                      self._inorder_recursive(node.right, result)
```

BST inserts correctly; in-order traversal returns sorted values.

#### Task #5 – Hash Table

#### **Prompt**

Implement a hash table with insert, search, and delete using chaining.



```
Args:
                      Returns:
bool: True if the key was found and deleted, False otherwise.
                   index = self._hash(key)
bucket = self.table[index]
                     for i, (k, v) in enumerate(bucket):
    if k == key:
        del bucket[i]
        return True
                def __str__(self):
                   """Return a string representation of the hash table."""
items = []
                      items = []
for i, bucket in enumerate(self.table):
   bucket_items = ", ".join(*"{k}: {v}" for k, v in bucket)
   items.append(f"{i}: [{bucket_items}]")
return "\n".join(items)
          # Example usage
if __name__ == "__main__":
    ht = HashTable(capacity=5)
               ht.insert("banana", 20)
ht.insert("orange", 30)
               print("Hash Table:")
print(ht)
                print("\nSearch for 'banana':", ht.search("banana")) # 20
               ht.delete("apple")
print("\nAfter deleting 'apple':")
107
108
               print(ht)
 PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
PS C:\Users\allas\OneOrive\Documents\web> & C:\Python313\python.exe c:/Users/allas/OneOrive/Documents/web/.5py.py
Hash Table:
0: []
1: [banana: 20]
2: [apple: 10]
3: [orange: 30]
4: []
 Search for 'banana': 20
 After deleting 'apple':
Arter detering appec.
0: []
1: [banana: 20]
2: []
3: [orange: 30]
4: []
PS C:\Users\allas\OneOrive\Documents\web>
```

Hash table handles collisions; search and delete work.

#### Task #6 - Graph Representation

#### **Prompt**

Implement a graph using an adjacency list.

```
    8py.py

    9py.py

                                                                                                                                                                                                                                                          10py.py
                   def add_vertex(self, vertex):
    """Add a new vertex to the graph
                   def add_edge(self, v1, v2, bidirectional=True):
    """Add an edge between two vertices.
                        Args:
y1: The starting vertex.
y2: The ending vertex.
bidirectional (bool): If True, add edges in both directions.
                       if v1 not in self.adjacency_list:
    self.add_vertex(v1)
if v2 not in self.adjacency_list:
    self.add_vertex(v2)
                        self.adjacency_list[v1].append(v2)
if bidirectional:
    self.adjacency_list[v2].append(v1)
                  def display(self):
    ""Print the graph's adjacency list.""
for vertex, neighbors in self-adjacency_list.items():
    print(f"(vertex) > (', '.join(map(str, neighbors)))")
                  g.add_edge("A", "8")
g.add_edge("A", "C")
g.add_edge("B", "C", bidirectional=False)
PS C:\Users\allas\OneOrive\Documents\web> & C:\Python313\python.exe c:/Users/allas/OneOrive/Documents/web/.6py.py
Graph connections:
A -> B, C
B -> A, C
C -> A
PS C:\Users\allas\OneOrive\Documents\web>
```

#### **Observation**

Graph stores connections via adjacency list.

## Task #7 - Priority Queue

### **Prompt**

Implement a priority queue using heapq.

```
import heapq
            """A priority queue implementation using Python's heapq module.
           Stores elements as (priority, item) tuples so that the element with the lowest priority value is served first.
           def __init__(self):
               self._heap = []
           def enqueue(self, priority, item):
                 """Add an item with a given priority to the queue.
                    priority (int | float): The priority of the item (smaller = higher priority).
                    item: The element to store.
               heapq.heappush(self._heap, (priority, item))
           def dequeue(self):
                  ""Remove and return the item with the highest priority.
                     The item with the smallest priority value.
               IndexError: If the queue is empty.
              if not self._heap:
              raise IndexError("dequeue from an empty priority queue")
return heapq.heappop(self._heap)[1]
           def display(self):
                   "Display the current elements of the priority queue (unsorted)."""
                if not self._heap:
                    print("Priority queue is empty")
                  print("Queue contents (priority, item):")
                    for entry in self._heap:
                       print(entry)
       # Example usage
if __name__ == "__main__":
        pq = PriorityQueue()
pq.enqueue(3, "Low priority")
pq.enqueue(1, "High priority")
pq.enqueue(2, "Medium priority")
           pq.display()
           print("\nDequeued:", pq.dequeue()) # Highest priority (lowest number)
           pq.display()
 56
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
(3, 'Low priority')
PS C:\Users\allas\OneOrive\Documents\web>
```

#### **Observation**

Priority queue returns lowest priority first; works correctly.

# Task #8 – Deque

## Prompt

Implement a double-ended queue using collections.deque.

```
Returns:
The element removed from the rear.

Raises:
Indexfror: If the deque is empty.

Indexfror: If the deque is empty.

Indexfror: If the deque is empty deque")

raise Indexfror(Tremove_rear from empty deque")

return self_deque.pop()

def display(self):
"""print the current elements in the deque."""

if not self_deque:
    print("Deque is empty")

else:
    print("Deque contents:", list(self_deque))

if __name__ == "__main__":
    di __name__ == "__main__":
    di __neme__ == "__main__":
```

Deque supports O(1) insert/remove from both ends.

#### Task #9 - Data Structure Comparison

### **Prompt**

Generate a markdown table comparing data structures and time complexities.

#### **Observation**

Markdown table lists operations and complexities.

### **Task #10 – Real-Time Application Challenge**

#### **Prompt**

Implement a Cafeteria Order Queue using collections.deque.

#### Code

#### **Observation**

Queue meets FIFO behavior; error on empty is correct.