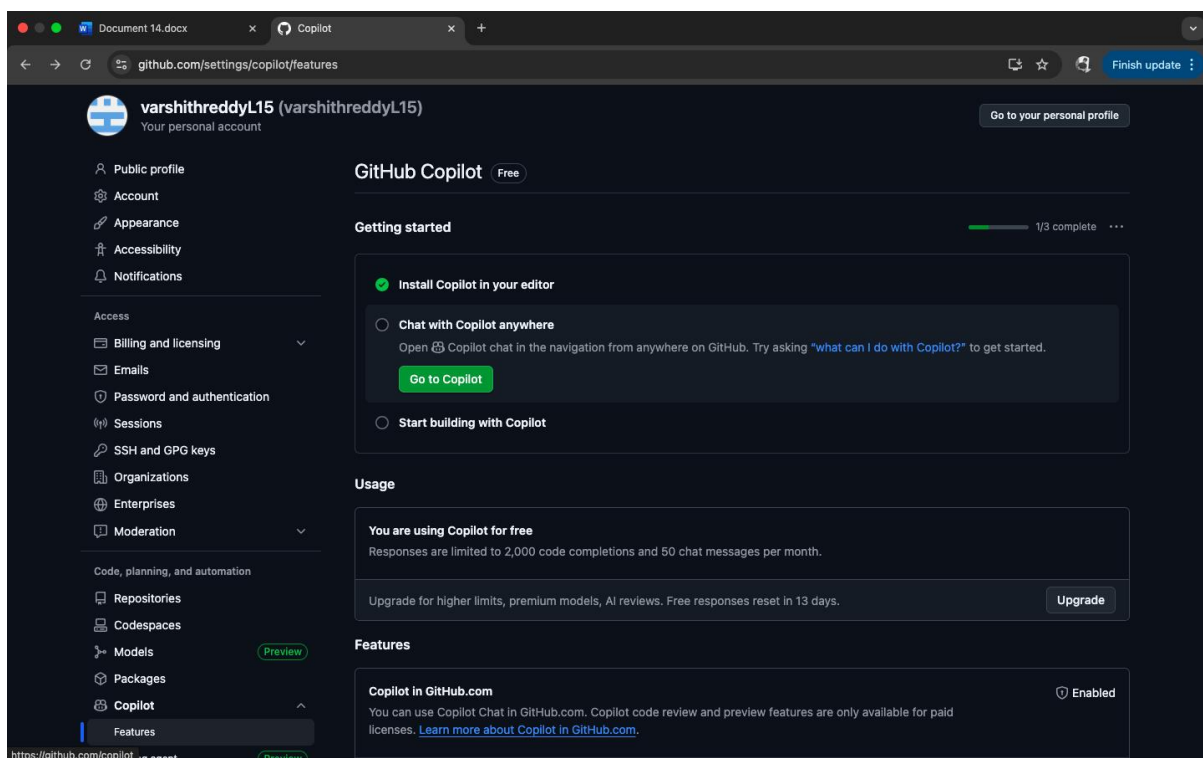


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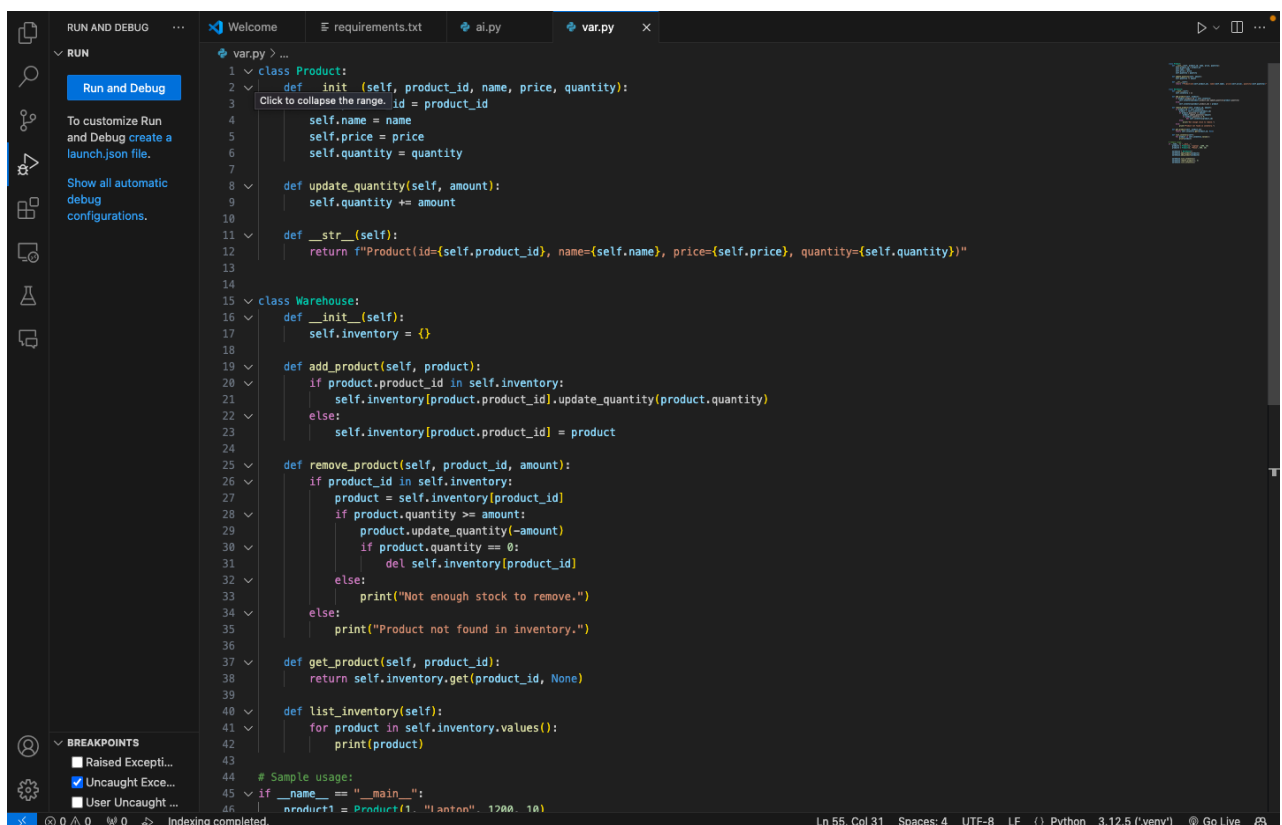
Objective: To explore AI-powered code assistants for writing Python classes, constructors, and methods through intelligent suggestions.

Suppose that you are hired as an intern at a tech company that develops inventory management systems. Your manager asks you to create a Product class and a Warehouse class with some basic methods. You have decided to use AI-powered code suggestions to help speed up development and reduce syntax errors.



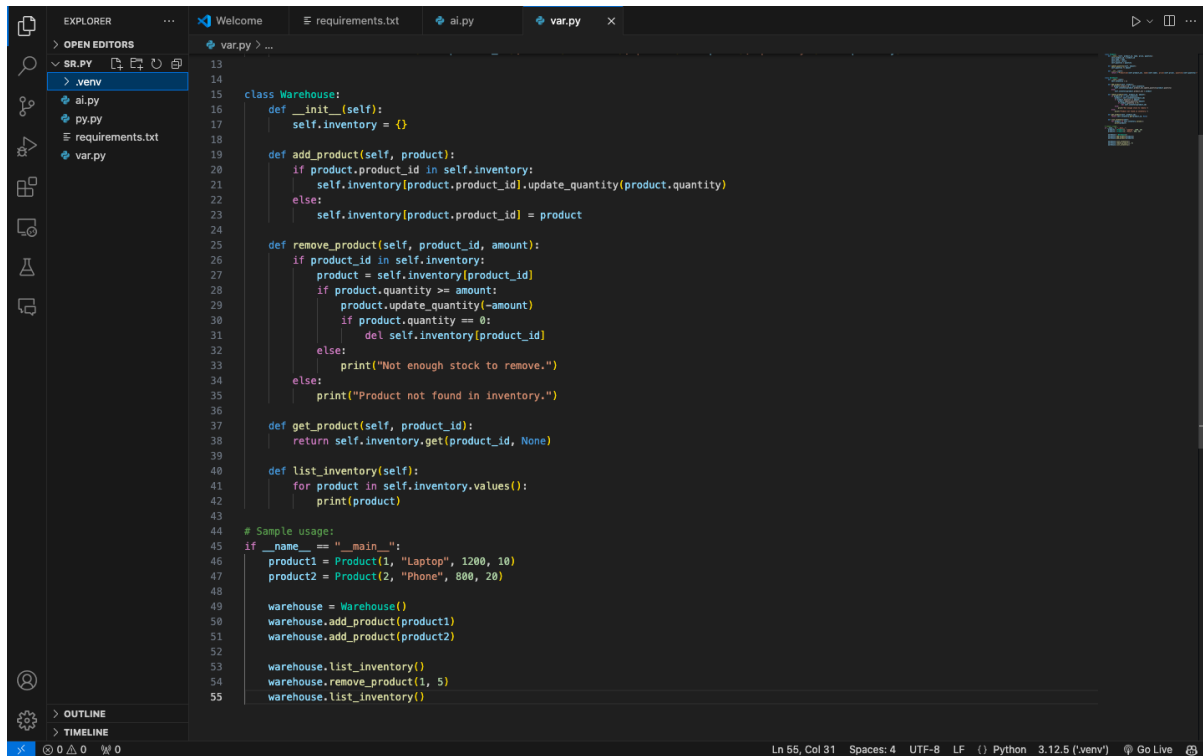
PROMPT:

Write a code that you are hired as an intern at a tech company that develops inventory management systems. Your manager asks you to create a Product class and a Warehouse class with some basic methods. You have decided to use AI-powered code suggestions to help speed up development and reduce syntax errors.



The screenshot shows a Visual Studio Code editor window with a dark theme. The editor is open to a file named `var.py`. The code defines two classes: `Product` and `Warehouse`. The `Product` class has an `__init__` method that takes `product_id`, `name`, `price`, and `quantity` as arguments and assigns them to instance variables. It also has an `update_quantity` method that increments the `quantity` by `amount`, and a `__str__` method that returns a string representation of the product. The `Warehouse` class has an `__init__` method that initializes an empty `inventory` dictionary. It has three methods: `add_product` which adds a new product to the inventory or updates its quantity, `remove_product` which removes a product from the inventory if there is enough stock, and `get_product` which returns the product object from the inventory. There is also a `list_inventory` method that prints all products in the inventory. At the bottom of the file, there is a sample usage block with a `__name__ == '__main__':` guard and a call to `Product`. The left sidebar shows the 'RUN AND DEBUG' panel with a 'Run and Debug' button and some instructions. The bottom status bar shows 'Ln 55, Col 31', 'Spaces: 4', 'UTF-8', 'LF', 'Python 3.12.5', and 'Go Live'.

```
1 class Product:
2     def __init__(self, product_id, name, price, quantity):
3         self.product_id = product_id
4         self.name = name
5         self.price = price
6         self.quantity = quantity
7
8     def update_quantity(self, amount):
9         self.quantity += amount
10
11    def __str__(self):
12        return f"Product(id={self.product_id}, name={self.name}, price={self.price}, quantity={self.quantity})"
13
14
15 class Warehouse:
16     def __init__(self):
17         self.inventory = {}
18
19     def add_product(self, product):
20         if product.product_id in self.inventory:
21             self.inventory[product.product_id].update_quantity(product.quantity)
22         else:
23             self.inventory[product.product_id] = product
24
25     def remove_product(self, product_id, amount):
26         if product_id in self.inventory:
27             product = self.inventory[product_id]
28             if product.quantity >= amount:
29                 product.update_quantity(-amount)
30                 if product.quantity == 0:
31                     del self.inventory[product_id]
32             else:
33                 print("Not enough stock to remove.")
34         else:
35             print("Product not found in inventory.")
36
37     def get_product(self, product_id):
38         return self.inventory.get(product_id, None)
39
40     def list_inventory(self):
41         for product in self.inventory.values():
42             print(product)
43
44     # Sample usage:
45     if __name__ == "__main__":
46         product1 = Product(1, "Laptop", 1200, 10)
```

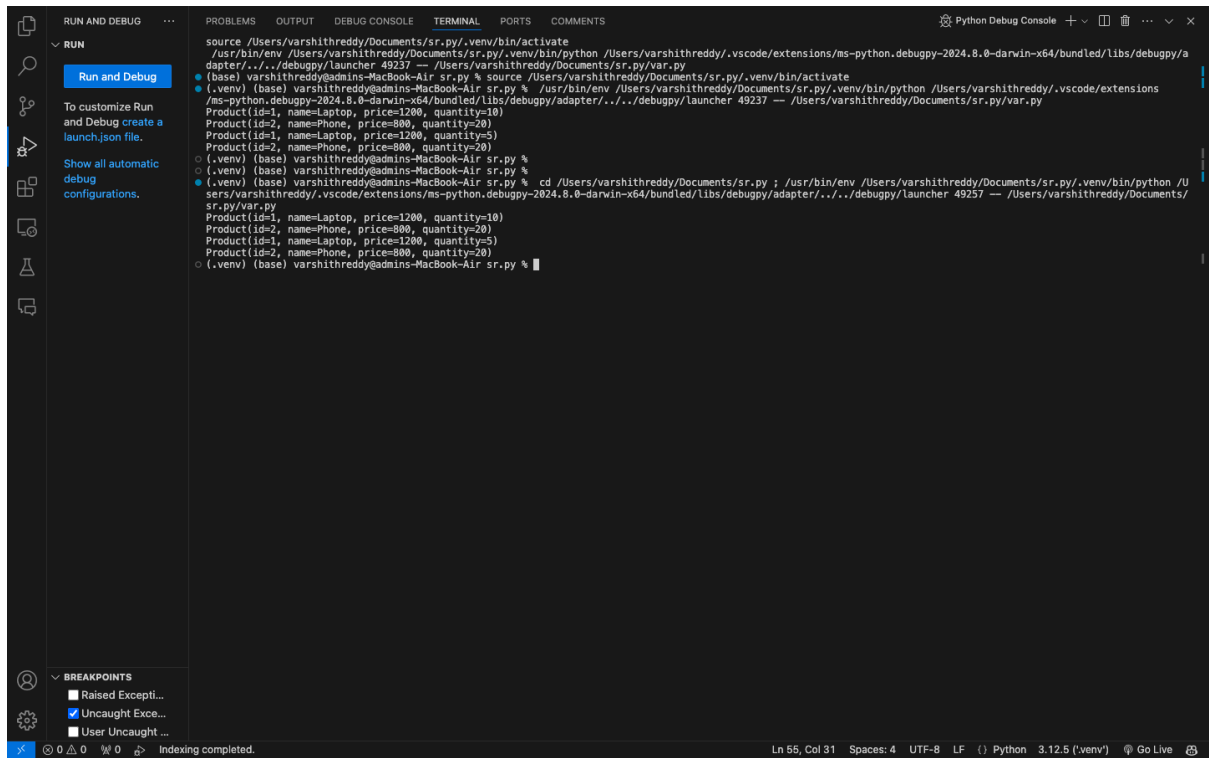


```
13
14
15 class Warehouse:
16     def __init__(self):
17         self.inventory = {}
18
19     def add_product(self, product):
20         if product.product_id in self.inventory:
21             self.inventory[product.product_id].update_quantity(product.quantity)
22         else:
23             self.inventory[product.product_id] = product
24
25     def remove_product(self, product_id, amount):
26         if product_id in self.inventory:
27             product = self.inventory[product_id]
28             if product.quantity >= amount:
29                 product.update_quantity(-amount)
30                 if product.quantity == 0:
31                     del self.inventory[product_id]
32             else:
33                 print("Not enough stock to remove.")
34         else:
35             print("Product not found in inventory.")
36
37     def get_product(self, product_id):
38         return self.inventory.get(product_id, None)
39
40     def list_inventory(self):
41         for product in self.inventory.values():
42             print(product)
43
44 # Sample usage:
45 if __name__ == "__main__":
46     product1 = Product(1, "Laptop", 1200, 10)
47     product2 = Product(2, "Phone", 800, 20)
48
49     warehouse = Warehouse()
50     warehouse.add_product(product1)
51     warehouse.add_product(product2)
52
53     warehouse.list_inventory()
54     warehouse.remove_product(1, 5)
55     warehouse.list_inventory()
```

OBERVATION :

This code defines a simple warehouse management system using OOP concepts in Python. The Product class represents individual items with attributes like ID, name, price, and quantity, along with a method to update stock. The Warehouse class manages an inventory (stored as a dictionary), allowing products to be added, removed, retrieved, and listed. If a product already exists, its quantity is updated instead of duplicating it, and products are removed completely when their quantity reaches zero. The design is clean and functional for small-scale use, with readable outputs thanks to the `__str__` method. However, it has limitations such as ignoring price updates when re-adding products, relying on print statements instead of proper error handling, exposing the inventory directly, and lacking search features beyond product IDs. Overall, it's a solid demo of inventory management with room for enhancements like exception handling, search by name, and support for price updates or persistence.

OUTPUT:



The screenshot shows the VS Code interface with the 'OUTPUT' tab selected. The output displays the execution of a Python script that prints product information. The script is run from a terminal window within the editor.

```
source /Users/varshithreddy/Documents/sr.py/.venv/bin/activate
/usr/bin/env /Users/varshithreddy/Documents/sr.py/.venv/bin/python /Users/varshithreddy/.vscode/extensions/ms-python.debugpy-2024.8.0-darwin-x64/bundled/libs/debugpy/adapter/../../debugpy/launcher 49237 -- /Users/varshithreddy/Documents/sr.py/var.py
(.venv) varshithreddy@admins-MacBook-Air sr.py % source /Users/varshithreddy/Documents/sr.py/.venv/bin/activate
(.venv) varshithreddy@admins-MacBook-Air sr.py % /usr/bin/env /Users/varshithreddy/Documents/sr.py/.venv/bin/python /Users/varshithreddy/.vscode/extensions/ms-python.debugpy-2024.8.0-darwin-x64/bundled/libs/debugpy/adapter/../../debugpy/launcher 49237 -- /Users/varshithreddy/Documents/sr.py/var.py
Product(id=1, name=Laptop, price=1200, quantity=10)
Product(id=2, name=Phone, price=800, quantity=20)
Product(id=1, name=Laptop, price=1200, quantity=5)
Product(id=2, name=Phone, price=800, quantity=20)
(.venv) varshithreddy@admins-MacBook-Air sr.py %
(.venv) varshithreddy@admins-MacBook-Air sr.py % cd /Users/varshithreddy/Documents/sr.py ; /usr/bin/env /Users/varshithreddy/Documents/sr.py/.venv/bin/python /Users/varshithreddy/.vscode/extensions/ms-python.debugpy-2024.8.0-darwin-x64/bundled/libs/debugpy/adapter/../../debugpy/launcher 49257 -- /Users/varshithreddy/Documents/sr.py/var.py
Product(id=1, name=Laptop, price=1200, quantity=10)
Product(id=2, name=Phone, price=800, quantity=20)
Product(id=1, name=Laptop, price=1200, quantity=5)
Product(id=2, name=Phone, price=800, quantity=20)
(.venv) varshithreddy@admins-MacBook-Air sr.py %
```

The interface also shows the 'RUN AND DEBUG' sidebar on the left with the 'Run and Debug' button highlighted. The 'BREAKPOINTS' section at the bottom left is expanded, showing options for 'Raised Exception', 'Uncaught Exception', and 'User Uncaught Exception'.