Hands-On GenAI: LLMs, RAGs, and Agentic Systems for Beginners

Day 2

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Agenda

Addressing feedback

Building programming intuition

A quick revision of Python

Backend Development

Difficulty level

More practice exercises

Addressing Feedback

Tips

Machine learning concepts

Overall

Voice volume

Building Programming Intuition- How to start coding?

- 1. understand the problem: **read** thoroughly, read multiple times
- 2. simplify it: break the problem down to **simpler problems**/ simpler aspects
- 3. code it: **code it in parts**, for each of the simpler problems
- 4. e.g. coding exercises from day 1, etc.

For harder problems/ complex problems:

- decide the level of abstractions in the problem: what functions, classes, files to have
- 2. e.g. designing a program for managing a bookstore, etc.

Good Programming Habits

- 1. writing **readable code** choosing relevant variable names, function names, file names
 - a. some naming 'conventions': i (temporary variable for counter), key (temporary variable for dictionary key), value (temporary variable for dictionary value)
 - b. don't use keywords as variable names
- 2. **ordering** and **grouping** related import statements, function definitions
- 3. writing crisp, comprehensive **comments** describing functionality of code snippets
- 4. **testing code** in parts (as you write)- by printing intermediate variable values, function outputs, etc.
- 5. separating logical code parts by **Enter**, and comments, following proper indentation (not only in python- improves readability)

Python- Data Structures, Conditions, Loops

Some quick questions!

- which data structure can be used to represent:
 - a. a matrix of numbers?
 - b. location coordinates for a place?
 - c. a unique collection of car names?
 - d. a store's stock inventory (item name, item price, item quantity, other item details)?

Python- Data Structures, Conditions, Loops

Answers:

- which data structure can be used to represent:
 - a. a matrix of numbers? a list of lists
 - b. location coordinates for a place? a tuple for each location
 - c. a unique collection of car names? a set (unique)
 - d. a store's stock inventory (item name, item price, item quantity, other item details)? a dictionary that looks like {item_name: (item_price, item_quantity, item_colour)}

Python-Functions

- reusable block of code
- optionally take parameters, optionally return values
- functions are defined, and then called
- function definition:

```
def find_difference(num1, num2):
    return num1 - num2
```

function calling:

```
difference = find_difference(2, 3)
```

Let's look at some code examples!

And discuss solutions to Assignment 1

Python- Modules, Packages, Libraries

Module: single file, containing reusable code, can use for built-in functions. E.g. math, random

Package: directory of modules. E.g. numpy

Library: set of modules and packages. E.g. NLTK

Python-Errors

Errors in Python:

Syntax Errors

Errors are described in detail, source of error is pointed out. So read the errors carefully!

```
a = int(input())
if a < 5
  print("a is less than 5")
 File "/tmp/ipython-input-560118079.py", line 2
   if a < 5
SyntaxError: expected ':'
```

Python-Errors

Errors in Python:

Exceptions

Errors are described in detail, source of error is pointed out. So read the errors carefully!

```
def is_divisible(num1, num2):
   if num1 % num2 == 0:
     return True
   return False
is divisible(7, 0)
ZeroDivisionError
                                      Traceback (most recent call last)
/tmp/ipython-input-1966518779.py in <cell line: 0>()
         return False
----> 6 is divisible(7, 0)
/tmp/ipython-input-1966518779.py in is divisible(num1, num2)
      1 def is divisible(num1, num2):
----> 2 if num1 % num2 == 0:
         return True
        return False
ZeroDivisionError: integer modulo by zero
```

Python- Handling Exceptions

Try- except- finally block

- try block: to test a code that might raise an exception
- except block: to handle the exception. When the particular exception is raised, the code statements in the except block for the particular/ general exception. A program can have multiple except blocks, one for each exception.
- finally block: executes statements in the block irrespective of exceptions raised.

Practising Coding- Some tips

Easy:

- 1. Solving **textbook, question bank exercises** from pesuacademy
- 2. Exploring examples and questions from **online platforms** like W3Schools (https://www.w3schools.com/python/)
- 3. Implementing **built-in functions** (max, len, ... to string functions ... to matrix mult using 2d lists, etc.)
- Can refer to the course Introduction to Computer Science and Programming in Python on MIT OpenCourseWare: https://ocw.mit.edu/courses/6-0001-introduction-to-computer-science-and-programming-in-python-fall-2016: for slides, code, course text, assignments, mini-projects

Practising Coding- Some tips

Medium

- Easy questions on leetcode, hackerrank (some questions may require knowledge of data structures, algorithms)
- 2. Implementing 'worlds-of-interest' in python (music logic, games, math/ physics function/ equation solvers etc.). E.g.
 - a. music raga identification, raga search
 - b. games: hangman, wordle, other nyt/linkedin games
 - c. implementing a bookstore management system, etc. (can extend using classes)

INTRODUCTION TO BACKEND

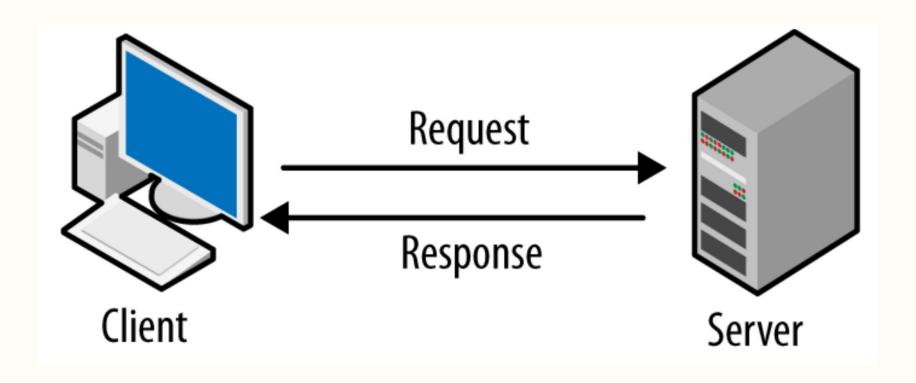
Application Programming Interface (API)

It's basically a set of rules and definitions that allow two software systems to talk to each other.

Types:

- Web APIs: Used for communication over the internet using HTTP requests.
- Library APIs: Functions exposed by a programming library.
- OS APIs: Allow apps to interact with the operating system.

Client Server Architecture





INTRODUCTION TO FLASK



Flask

Flask is a lightweight Python web framework used to build web applications and REST APIs.

It's called a microframework because it gives core functionality but leaves architecture choices to developers.

Features:

Minimal & flexible

Built-in development server & debugger

Supports extensions (ORMs, Auth, etc.)

RESTful request handling

Easy integration with databases

Conclusion

What we have covered today:

- 1. building programming intuition
- 2. built-in data structures, conditions, loops
- 3. functions
- 4. modules, packages, libraries
- 5. practising coding
- 6. Backend Development

Thank You!