

# AI ASSISTED CODING

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BATCH – 03

13 – 02 – 2026

## ASSIGNMENT – 6.2

**LAB – 06 :** AI – Based code Completion – Classes, Loops, and Conditionals.

**Task – 01:** Classes – Data Validation.

**Prompt:** Generate a Python class named Student with the attributes name, roll no, and marks. Use a constructor (`__init__`) to initialize the attributes. Add proper validation: name must be a string. Roll no must be an integer. Marks must be a number between 0 and 100. Add a method `is_pass()` that returns “Pass” if marks are greater than or equal to 40, otherwise “Fail”. Include example usage to demonstrate the class functionality. Add brief explanation of the code.

**Code :**

The screenshot shows a code editor interface with the following code:

```
[3] 0s
TASK 01
class student:
    def __init__(self, name, roll_no, marks):
        # Validation for name
        if not isinstance(name, str):
            raise TypeError("Name must be a string.")

        # Validation for roll number
        if not isinstance(roll_no, int):
            raise TypeError("Roll number must be an integer.")

        # Validation for marks
        if not isinstance(marks, (int, float)):
            raise TypeError("Marks must be a number.")
        if marks < 0 or marks > 100:
            raise ValueError("Marks must be between 0 and 100.")

        self.name = name
        self.roll_no = roll_no
        self.marks = marks

    def is_pass(self):
        if self.marks >= 40:
            return "Pass"
        else:
            return "Fail"
```

The code defines a `student` class with an `__init__` constructor. It performs three types of validation: name must be a string, roll number must be an integer, and marks must be a number between 0 and 100. It includes a `is_pass` method that returns "Pass" if marks are 40 or higher, and "Fail" otherwise. The code editor interface includes tabs for Commands, Code, Text, Run all, RAM/Disk status, and toolbars for file operations like Open, Save, and Run.

```
[3] Os
    return "Pass"
else:
    return "Fail"

# Example Usage
try:
    student1 = Student("Sumanth", 101, 75)
    print("Name:", student1.name)
    print("Roll No:", student1.roll_no)
    print("Marks:", student1.marks)
    print("Result:", student1.is_pass())

    print("\n")

    student2 = Student("Ravi", 102, 32)
    print("Name:", student2.name)
    print("Roll No:", student2.roll_no)
    print("Marks:", student2.marks)
    print("Result:", student2.is_pass())

except (TypeError, ValueError) as e:
    print("Error:", e)

Variables Terminal
```

## Output:

```
Name: Sumanth
...
Roll No: 101
Marks: 75
Result: Pass
```

```
Name: Ravi
Roll No: 102
Marks: 32
Result: Fail
```

## Explanation:

The Student class is created using a constructor to initialize name, roll no, and marks. Input validation ensures that the name is a string, roll number is an integer, and marks are between 0 and 100. If invalid data is provided, appropriate errors are raised. The is\_pass() method checks whether the student's marks are greater than or equal to 40. It returns “Pass” if the condition is satisfied, otherwise “Fail”.

## Task – 02 : Loops – Pattern Generation.

**Prompt :** Write a Python function that prints a right-angled triangle star pattern.

### **Code & Output :**

The screenshot shows a Python code editor interface with the following details:

- Toolbar:** Includes "Commands", "+ Code", "+ Text", "Run all", and status indicators for RAM and Disk.
- Code Area:** Titled "TASK 02". It contains a Python script:

```
[6] 0s
def print_right_angle_triangle(rows):
    if not isinstance(rows, int) or rows <= 0:
        print("Please provide a positive integer for the number of rows.")
        return

    for i in range(1, rows + 1):
        print("*" * i)
print_right_angle_triangle(5)

...
* 
** 
*** 
**** 
*****
```
- Output Area:** Shows the generated output:

```

* 
** 
*** 
**** 
*****
```
- Bottom Bar:** Includes "Variables", "Terminal", a play button icon, and the timestamp "11:33AM" followed by "Python 3".

### **Explanation :**

The program prints a right-angled triangle star pattern using loops. A for loop controls the number of rows and prints stars based on the loop index. The same pattern is generated using a while loop with a condition-based counter. Both loops produce identical output but use different looping structures.

### **Task – 03 :** Conditional Statements – Number Analysis.

**Prompt :** Write a Python function named analyse\_number(num) that checks whether a number is, Positive Negative Zero. Use if elif else statements. Test the function with at least 3 different inputs (positive, negative, zero). Print appropriate messages. Include a brief explanation of how the decision logic works.

## Code & Output :



```
def analyze_number(num):
    if num > 0:
        print(f"{num} positive number.")
    elif num < 0:
        print(f"{num} negative number.")
    else:
        print(f"{num} is zero.")

analyze_number(10)      # Positive number
analyze_number(-5)     # Negative number
analyze_number(0)       # Zero
analyze_number(3.14)    # Positive float
analyze_number(-0.01)   # Negative float
```

...  
10 positive number.  
-5 negative number.  
0 is zero.  
3.14 positive number.  
-0.01 negative number.

## Explanation :

The function uses if-elif-else statements to determine whether a number is positive, negative, or zero. It checks each condition sequentially and prints the appropriate result based on the input value.

## Task - 04 : Nested Conditionals.

**Prompt :** Create a Python function named `check_discount(age, member)` using nested if statements. If `age >= 60`, Apply “Senior Discount”. If the person is a member, Apply “Additional Member Discount”. If both conditions are true, Apply both discounts. If none apply, Print “No Discount”. Use proper nested if structure. Include example test cases. Add a clear explanation of the decision flow.

## Code :

```
def check_discount(age, is_member):
    if age >= 60:
        print("Senior Discount Applied")

    if is_member:
        print("Additional Member Discount Applied")
    else:
        print("No Member Discount")

    else:
        if is_member:
            print("Member Discount Applied")
        else:
            print("No Discount")

print("Case 1:")
check_discount(65, True)
print("\nCase 2:")
check_discount(70, False)
print("\nCase 3:")
check_discount(30, True)
print("\nCase 4:")
check_discount(25, False)
```

## Output :

```
Case 1:
... Senior Discount Applied
... Additional Member Discount Applied

Case 2:
Senior Discount Applied
No Member Discount

Case 3:
Member Discount Applied

Case 4:
No Discount
```

## Explanation :

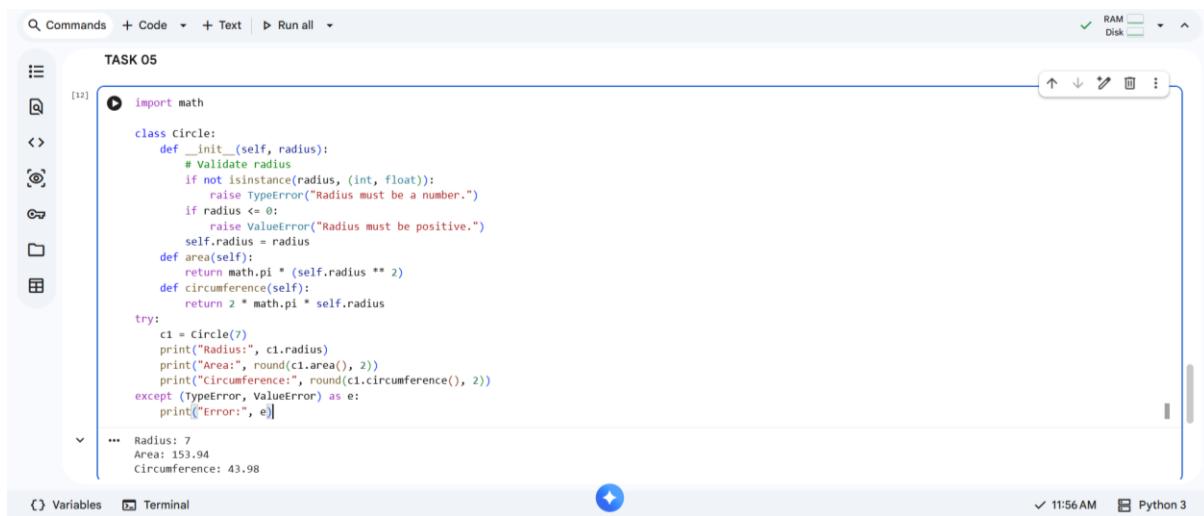
The function uses nested if statements to check age and membership status. If the age is 60 or above, a senior discount is applied, and inside it, membership is checked for an additional discount. If neither condition is satisfied, no discount is given.

## Task – 05: Class – Mathematical Opera.

**Prompt:** Create a Python class named Circle. Include a constructor that accepts radius. Add validation to ensure radius is positive. Add method

`area()` that returns the area of the circle. Add method `circumference()` that returns the circumference of the circle. Use the mathematical formulas. Use `math.pi` from the `math` module. Include example usage. Provide explanation of the mathematical logic and class structure.

## Code & Output:



```
Q Commands + Code + Text ▶ Run all RAM Disk
TASK 05
[12]
import math

class Circle:
    def __init__(self, radius):
        # Validate radius
        if not isinstance(radius, (int, float)):
            raise TypeError("Radius must be a number.")
        if radius <= 0:
            raise ValueError("Radius must be positive.")
        self.radius = radius
    def area(self):
        return math.pi * (self.radius ** 2)
    def circumference(self):
        return 2 * math.pi * self.radius
try:
    c1 = Circle(7)
    print("Radius:", c1.radius)
    print("Area:", round(c1.area(), 2))
    print("Circumference:", round(c1.circumference(), 2))
except (TypeError, ValueError) as e:
    print("Error:", e)

...
Radius: 7
Area: 153.94
Circumference: 43.98
```

## Explanation :

The Circle class is created with a constructor that initializes and validates the radius value. It contains methods to calculate the area ( $\pi r^2$ ) and circumference ( $2\pi r$ ) using `math.pi`. The class structure ensures proper object-oriented design and accurate mathematical computation.

**THANK YOU!!**