Hackathon Project Phases Template

Project Title:

CodeGenie: Al-Powered Code Generation using CodeLlama

Team Name:

CodeGen

Team Members:

- Kandagaddala Venkata Sai Geetesh
- Varshith Nomula
- Varshith Potnuru

Phase-1: Brainstorming & Ideation

Objective:

Develop an **Al-powered code generation tool** using **CodeLlama** to help developers generate, debug, and optimize code snippets effortlessly.

Key Points:

1. Problem Statement:

- Developers often struggle with writing efficient code, debugging issues, and following best practices.
- o Searching for accurate code snippets across multiple sources is time-consuming.

2. Proposed Solution:

- CodeGenie: An Al-powered application using CodeLlama to generate, explain, and optimize code snippets across multiple languages.
- The app will take natural language prompts and provide complete, well-structured code, including necessary imports and comments.

3. Target Users:

- Beginner programmers needing quick code generation and learning resources.
- Software developers looking for optimized solutions.
- Students & researchers exploring new coding patterns.
- **Tech teams** improving productivity through Al-assisted development.

4. Expected Outcome:

- A functional Al-powered code generation tool that provides accurate, efficient, and customizable code snippets in real-time.
- Faster development cycles by reducing time spent on writing repetitive code.
- Better code quality through Al-driven best practices and optimizations.

Phase-2: Requirement Analysis

Objective:

Define the technical and functional requirements for **CodeGenie**: **Al-Powered Code Generation using CodeLlama**.

Key Points:

1. Technical Requirements:

- Programming Language: typescript
- Backend: CodeLlama Model (Optimized for code generation)
- Frontend: typescript
- Database: Not required initially (direct LLM-based code generation)

2. Functional Requirements:

- Accept user input for function descriptions, programming languages, and frameworks.
- Generate accurate and efficient code based on user queries.
- Support multiple programming languages, including Python, Java, C++, JavaScript, and C#.

- Provide Al-driven debugging and optimization suggestions for generated code.
- Enable framework-specific code generation, such as Flask, Django, and React.
- Display generated code in a scrollable output section for better readability.
- Allow users to copy or save generated code for future use.

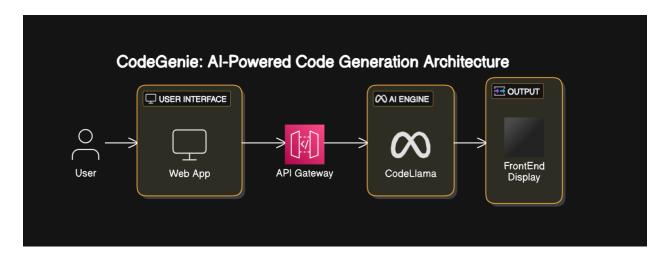
3. Constraints & Challenges:

- Ensuring fast response times while generating code using CodeLlama.
- Handling large language model resource requirements on different hardware setups.
- Optimizing UI performance for smooth interaction.
- Managing potential inaccuracies in code generation and debugging suggestions.

Phase-3: Project Design

Objective:

Develop the architecture and user flow of the application.



Key Points:

1. System Architecture:

User enters program-related query via UI.

- o Query is processed using Codellama.
- o Al model fetches and processes the data.
- The frontend displays the generated code.

2. User Flow:

- Step 1: User enters a query (e.g., "code for factorial of a number").
- Step 2: The backend calls the Codellama open source to retrieve data.
- Step 3: The app processes the data and displays results in an easy-to-read format.

3. UI/UX Considerations:

- o Minimalist, user-friendly interface for seamless navigation..
- o Dark & light mode for better user experience.

Phase-4: Project Planning (Agile Methodologies)

Objective:

Break down development tasks for efficient completion.

Sprint	Task	Priority	Duration	Deadline	Assigned To	Dependencies	Expected Outcome
Sprint 1	Environment Setup & API Integration	High	6 hours (Day 1)	End of Day	Varshith Nomula	Codellama setup	API connection established & working
Sprint 1	Frontend UI Development	 Medium	2 hours (Day 1)	End of Day 1	K.V.Sai Geetesh	API response format finalized	Basic UI with input fields
Sprint 2	Vehicle Search & Comparison	High	3 hours (Day 2)	Mid-Day 2	Varshith Nomula	API response, UI elements ready	Search functionality with filters
Sprint 2	Error Handling & Debugging	High	1.5 hours (Day 2)	Mid-Day 2	K.V.Sai Geetesh	API logs, UI inputs	Improved API stability
Sprint 3	Testing & UI Enhancements	 Medium	1.5 hours (Day 2)	Mid-Day 2	Varshith Potnuru	API response, UI layout completed	Responsive UI, better user experience
Sprint 3	Final Presentation & Deployment	Low	1 hour (Day 2)	End of Day 2	Entire Team	Working prototype	Demo-ready project

Sprint Planning with Priorities

Sprint 1 – Setup & Integration (Day 1)

- (High Priority) Set up the environment & install dependencies.
- (High Priority) Integrate Codellama.
- (Medium Priority) Build a basic UI with input fields.

Sprint 2 – Core Features & Debugging (Day 2)

- (High Priority) Implement search functionalities.
- (High Priority) Debug API issues & handle errors in queries.

Sprint 3 – Testing, Enhancements & Submission (Day 2)

- (Medium Priority) Test API responses, refine UI, & fix UI bugs.
- (Low Priority) Final demo preparation & deployment.

Phase-5: Project Development

Objective:

Implement core features of CodeGenie: Al-Powered Code Generation using CodeLlama.

Key Points:

- 1. Technology Stack Used:
 - Frontend: typescript
 - **Backend:** typescript (Codellama open source model)
 - Programming Language: typescript
- 2. Development Process:
 - Implement API key authentication and Codellama integration.
 - o Optimize search queries for performance and relevance.
- 3. Challenges & Fixes:
 - Challenge: Delayed API response times.
 - **Fix:** Implement **caching** to store frequently gueried results.

o Challenge: Limited API calls per minute.

Fix: Optimize queries to fetch only necessary data.

Phase-6: Functional & Performance Testing

Objective:

Ensure that the AutoSage App works as expected.

Test Case ID	Category	Test Scenario	Expected Outcome	Status	Tester
TC-001	Functional Testing	Query "write a program to find factorial of a number"	Relevant factorial of a number code should be displayed.	✓ Passed	Varshith Nomula
TC-002	Functional Testing	Query "write a program to implement quick sort algorithm"	Relevant quicksort code should be displayed.	✓ Passed	K.V.Sai Geetes h
TC-003	Performance Testing	API response time under 500ms	API should return results quickly.		Varshith Potnuru
TC-004	Bug Fixes & Improvements	Fixed incorrect API responses.	Data accuracy should be improved.	✓ Fixed	K.V.Sai Geetes h
TC-005	Final Validation	Ensure UI is responsive across devices.	UI should work on mobile & desktop.	X Failed - UI broken on mobile	Varshith Potnuru
TC-006	Deployment Testing	Host the application using typescript	App should be accessible online.	Deployed	Varshith Nomula

OUTPUT:

</>

Code Generator

Describe what you want to generate and let Al help you create the code. Powered by advanced language models for accurate and efficient code generation.

```
Implement a quicksort algorithm in java
```

∜Generate

```
</>java
```

```
Sure, I'd be happy to help you with implementing a quicksort algorithm in Java! Here is a clean and working implementation of the quicksort algorithm in Java! import java.util.Comparator;
import java.util.List;
public class QuickSort implements Comparator<Integer> {

@Override
public int compare(Integer o1, Integer o2) {
    return o1.compareTo(o2);
}

public static void sort(List<Integer> list) {
    quickSort(list, 0, list.size() - 1);
}

private static void quickSort(List<Integer> list, int low, int high) {
    if (low < high) {
        int pivot = partition(list, low, high);
        quickSort(list, low, pivot - 1);
        quickSort(list, pivot + 1, high);
    }

private static int partition(List<Integer> list, int low, int high) {
    Integer pivot = list.get(low);
```