1. Why are functions advantageous to have in your programs?

ANS – Function reduces duplication in program. Reduces program length makes program shorter. Functions makes program easier to understand and read. Code can be reused by using functions.

2. When does the code in a function run: when it's specified or when it's called?

ANS – When its’s called

3. What statement creates a function?

ANS - def

4. What is the difference between a function and a function call?

ANS – A function is a procedure to achieve the particular result while function call is using the function to achieve that task. While defining a function you give name to a set of actions you want the computer to perform and while calling function you tell computer to run or execute that set of actions.

5. How many global scopes are there in a Python program? How many local scopes?

ANS – There is only one global scope in python per program execution.

6. What happens to variables in a local scope when the function call returns?

ANS -

7. What is the concept of a return value? Is it possible to have a return value in an expression?

ANS - A return statement is used to end the execution of the function call and “returns” the result (value of the expression following the return keyword) to the caller.

8. If a function does not have a return statement, what is the return value of a call to that function?

9. How do you make a function variable refer to the global variable?

10. What is the data type of None?

ANS – class NoneType

11. What does the sentence import areallyourpetsnamederic do?

12. If you had a bacon() feature in a spam module, what would you call it after importing spam?

13. What can you do to save a programme from crashing if it encounters an error?

ANS – use try – except and try - except - finally

14. What is the purpose of the try clause? What is the purpose of the except clause?

ANS – it is a error handling method. Try – except clause will help to understand error and its solution easily. It will prevent crashing of code due to error.