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

Answer: Function is helpful avoiding repetition of codes, increases program readability.

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

Answer: When its called

3. What statement creates a function?

Answer: def():

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

Answer: Function is a procedure to achieve a particular result.

Function call is using the same function to achieve the task.

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

Answer: There is only one global scope per program. There can be many local scopes in a single program.

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

Answer: The variable retains its value until the Function is called. It becomes undefined after the Function call completes.

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

Answer: Return value means giving the result of the following expression to the caller. Yes, it is possible to have a return value in an expression.

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

Answer: None

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

Answer: By using Global keyword

10. What is the data type of None?

Answer: None is used to define null objects and variables.

11. What does the sentence import areallyourpetsnamederic do?

Answer: Import statement imports a module named areallyourpetsnamederic.

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

Answer:spam.bacon()

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

Answer: Take backup of th program and update the system.

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

Answer: Try clause is used to catch exceptions.

Except clause is used to handle exceptions.