3. You are writing the code to perform a task once, then reusing it each time you need to perform a task.

4. Functions can be written for the commonly needed tasks, and those functions can be incorporated into each program that needs them.

5. When a program is developed as a set of functions that each performs an individual task, then different programmers can be assigned the job of writing different functions.

6. You must define the function then call it.

7. To execute a function, you must call it.

9. The python interpreter uses the indent to tell where the block begins and ends.

10. A local variable is created inside a function and cannot be accessed by statements that are outside the function.

11. A variable’s scope is the part of a program in which the variable may be accessed.

12. A function’s local variables are hidden from other functions; the other functions may have their own local variables with the same name.

13. An argument is any piece of data that is passed into a function when the function is called.

14. A parameter is a variable that receives an argument that is passed into a function.

15. The function in which the parameter is used.

17. a = keyword, b = position

18. A global variable is accessible to all the functions in a program file.

19. Global variables make debugging difficult, functions that use global variables are usually dependent on those variables,

20. A global constant is a global name that references a value that cannot be changed.

21. A value returning function is a function that returns a value back to the part of the program that called it.

22. they perform many of the tasks that they perform many of the tasks that programmers commonly need to perform.

23. The term black box is used to describe any mechanism that accepts input, performs some operation using the input, and produces output.

24. Assigns random integer 1 through 100 to the variable x.

25. Print random integer 1 thought 20.

26. Print random integer 10 through 19.

27. Returns a random floating-point number in the range of 0.0 to 1.0 but not including 1.0.

28. Print a random float in the range of 0.1 through 0.5.

29. When the random module is imported, it retrieves the system tie from the computer’s internal clock and uses that as the seed value.

30. If the same seed value were always used, the random number functions would always generate the same series of pseudorandom numbers.

31. Returns a value back to the part of the program that called it.

32a. do\_something

b. multiplies number by 2

c. Nothing, there is no print statement.

33. Functions that return either true or false.

34. import math

35. y = sqrt(100)