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

**Ans: Because the code written in functions can be reuseable in the whole program anywhere. We can call the function anytime anywhere we want. No need of writing whole set of code again.**

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

**Ans: Code runs when its called.**

1. What statement creates a function?

**Ans: def fumction\_name()**

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

**Ans: A function contains set of codes that perform specific tasks. And this function runs when function is called in the program, i.e. function call.**

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

**Ans: one.**

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

**Ans : variables in the local scope restricts to that specific loop/ function , etc. and once it is called it becomes undefined i.e it can be used outside the function.**

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

**Ans: return value returns the value after completing the task. NO, return value cannot be an expression**

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

**Ans: the function returned is undefined.**

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

Ans:

10. What is the data type of None?

**Ans: Its just None. Its data type of its own.**

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?

**Ans: spam.bacon()**

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

**Ans: Error handling is used to notify the error.**

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

**Try: all statements are executed until an exception is encountered.**

**Expect: except is used to catch and handle the exception(s) that are encountered in the try clause**