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

* for some routine tasks instead of writing the same code again and again for different inputs, we can do function calls to reuse the code in it.

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

* when function is called

3. What statement creates a function?

* def

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

* function is a block of code that does a particular operation on input parameters and returns results when function is called.

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

* Global variables are defined outside the functions, are accessed by any functions
* Local variables are defined within specific function and are accessed by that particular function only

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

* Local variables are defined within specific function and are accessed by that particular function only

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

* with a return statement, function outputs the operation. Yes.

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

* None is printed

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

* using global(variable)

10. What is the data type of None?

* None type

11. What does the sentence import areallyourpetsnamederic do?

* imports module named “areallyourpetsnamederic”

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

* import spam module and then import bacon() function i.e from bacon import spam (import function from given module)

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

* try…catch allows you to end program more gracefully

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

* Try, Except statement used to handle the errors within code.
* code within Try block will execute if there is no error in the program
* code within Except bock execute when the program encounters error in the preceding Try block