1. Functions **reduce the need for duplicate code**. This makes programs shorter, easier to read, and easier to update.
2. When it is called.
3. Def keyword.
4. A function is a piece of code which enhanced the reusability and modularity of your program. It means that piece of code need not be written again. A function call means invoking or calling that function. Unless a function is called there is no use of that function.
5. There's only **one global Python scope per program execution**. This scope remains in existence until the program terminates and all its names are forgotten. When you use an unqualified name inside a function, Python searches **three** scopes—the local (L), then the global (G), and then the built-in (B) and stops at the first place the name is found.
6. When the execution of the function terminates (returns), **the local variables are destroyed**. CodeLens helps you visualize this because the local variables disappear after the function returns.
7. In general, a function takes arguments (if any), performs some operations, and returns a value (or object). **The value that a function returns to the caller** is generally known as the function's return value. All Python functions have a return value, either explicit or implicit.
8. If no return statement appears in a function definition, control automatically returns to the calling function after the last statement of the called function is executed. In this case, the return value of the called function is **undefined.**
9. **Use of “global†keyword to modify global variable inside a function**. If your function has a local variable with same name as global variable and you want to modify the global variable inside function then use 'global' keyword before the variable name at start of function.
10. **None is a data type of its own (NoneType).**
11. That import statement **imports a module named areallyourpetsnamederic**..
12. spam.bacon().
13. Iyiiugiubijhi
14. The try block lets you test a block of code for errors. The except block **lets you handle the error**