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

Using function in your code makes it fast, repetition of code is avoided and makes the code easily reusable.

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

The code in function runs when it is **called.**

3. What statement creates a function?

**def** name\_of\_function (Arguments to pass):

body of function

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

A function is a code that does some operations and give a result and a function call is a code used to pass control to the function to execute.

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

There is only one global and local scope in a python program.

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

Local scope variables are erased once the function call returns and get created when function is called again.

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

Return value is the result of an expression and it is possible to use 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?

If there is no return statement then it will return none.

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

We can use global keyword before the variable name to make it global.

10. What is the data type of None?

NoneType

11. What does the sentence import areallyourpetsnamederic do?

It will import the module areallyourpetsnamederic.

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

spam.bacon()

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

Use try to handle the error.

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

The purpose of try clause is to keep the code running even if it encounters an error. The purpose of except clause is to execute the code in it if any error occurs in try clause.