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- Execution of f does not do any I/O.
- Execution of f does *not* throw an exception. [While it *isn't* a side-effect to change values stored in variables, data structures, or objects that are *Local* to a function, the functions we write in pure functional programming are not even allowed to do that!]

Advantages of Functional Programming

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Flow of information during execution of imperative code is much more complex: Changing a stored value gives updated information to all parts of the code with access to the value; to understand the code we would have to understand just when and how the updated information is used.

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A pure function can be tested just by calling it with different argument values and checking the results.

When we are programming in a bottom-up style (so that each function is written before any function that calls it), a pure function can be tested in this way as soon as it has been written.

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 - Different arguments of a function call can be evaluated in parallel, as evaluation of one argument expression cannot interfere with or affect evaluation of another.

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 For example, imperative code that frequently updates individual elements of a large array cannot, in general, be replaced with similarly efficient functional code.