Comprehension:

1) What is the difference between human beings' fear of death and children's fear of darkness?

Answer:

The difference between human being's fear of death and children's fear of darkness is the stories they know. The fear of darkness of children increases as they hear tales about ghost and thieves. Whereas, the fear of death felt by humans is because of the stories they hear about the pain that a dying man goes through which is very extreme.

2) What is a religious and sacred view of death?

Answer:

The religious and sacred view of death is a perspective in which a human being thinks of death as a form of punishment for the sins he has committed. In addition to this, he also regards death not just an end, rather a means of entrance into another world. He considers death as a pathway to another realm.

3) What are the painful experiences described by the Monks in their books?

Answer:

The painful experiences described by the Monks in their books are the physical tortures that they inflicted upon themselves. Moreover, they underwent these painful physical tortures as a way to achieve self-purification. Bearing physical pain leads them to attain continence and salvation.

4) What are the views of Seneca about death?

Answer:

The Roman Philosopher, Seneca, is of the view that death itself is not as frightening as the circumstances and the ceremonies of death are. The agony of the dying man, his painful condition, his loved~~ctosed~~ ones seeing him dying and all the rituals of death performed are actually the things that are more terrifying than the death itself.

5) What are the facts that make death appear more horrible than it would be otherwise?

Answer:

The facts that make death appear more horrible that it would be otherwise are the painful groans of the ailing man, the convulsions and contortions he experiences that make him look wane and lifeless, the weeping of his friends on his death and his relatives wearing mourning clothes at his funeral. All these things amplify the horror of death.

satisfactory
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