1. What does RGBA stand for?

**Ans: RGBA(Red-Green-Blue-Alpha). The RGB color model is extended in this specification to include “alpha” to allow specification of the opacity of a color.**

2. From the Pillow module, how do you get the RGBA value of any images?

**Ans: Import the Image module from the Pillow library from PIL import Image.**

**Open any image and get the RAGBAG values. img = Image.open('image.png').**

**Change the color. Data will be an Imaging Core object containing thousands of tuples of RGBA values.**

**Store the changed image.**

3. What is a box tuple, and how does it work?

**Ans: Many of Pillow's functions and methods take a box tuple argument. This means Pillow is expecting a tuple of four integer coordinates that represent a rectangular region in an image. The four integers are, in order, as follows: Left The x-coordinate of the leftmost edge of the box.**

4. Use your image and load in notebook then, How can you find out the width and height of an Image object?

**Ans: The irfan.size: It returns the tuple consist of height & weight of the image. (here, irfan is the image. The output is: (399, 533)**

5. What method would you call to get Image object for a 100×100 image, excluding the lower-left quarter of it?

**Ans: crop function**

6. After making changes to an Image object, how could you save it as an image file?

**Ans: irfan.save() function**

7. What module contains Pillow’s shape-drawing code?

**Ans: ImageDraw module of the Python image processing library Pillow (PIL) provides many methods for drawing figures, such as circles, squares, and straight lines.**

8. Image objects do not have drawing methods. What kind of object does? How do you get this kind of object?

**Ans: To draw a shape, you use a GeometryDrawing. A geometry drawing's Geometry property describes the shape to draw, its Brush property describes how the interior of the shape should be painted, and its Pen property describes how its outline should be drawn.**