**Assignment 14-**

**1. What does RGBA stand for?**

**Ans 1-** The RGBA represents a color's red, green, blue, and alpha values. Each value is a floating point number between 0.0 and 1.0. For example, the tuple (1, 0, 0, 1) represents an opaque red, while (0, 1, 0, 0.5) represents a half-transparent green.

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

**Ans 2-** A function call to ImageColor.getcolor('CornflowerBlue', 'RGBA') will return (100, 149, 237, 255), the RGBA value for that color

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

**Ans 3-** Tuple values of four integers are called "box tuples", the left edge x-coordinate, the top edge y-coordinate, the width, and the height, respectively.

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

**Image object?**

**Ans 4**

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

**quarter of it?**

**Ans 5-**

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

**Ans 6**- Call the imageObj.save('new\_filename.png') method of the Image object**.**

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

**Ans 7-** The ImageDraw module contains shape-drawing code

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

**of object?**

**Ans 8-** ImageDraw objects have shape-drawing methods such as point(), line(), or rectangle(). They are returned by passing the Image object to the ImageDraw.Draw() function