1. What does RGBA stand for?

Ans: RGBA(Red-Green-Blue-Alpha)

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

Ans:

from PIL import Image

img = Image.open(‘image.png’)

rgba = img.convert(‘RGBA’)

datas = rgba.getdata()

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

The crop() method on Image objects takes a box tuple and returns an Image object representing the cropped image

A box tuple is a tuple of four integer coordinates that represent a rectangular region in an image.

Image pixels are addressed with x- and y-coordinates, which respectively specify a pixel’s horizontal and vertical locations in an image.

The four integers are, in order, as follows:

**Left** The x-coordinate of the leftmost edge of the box.

**Top** The y-coordinate of the top edge of the box.

**Right** The x-coordinate of one pixel to the right of the rightmost edge of the box. This integer must be greater than the left integer.

**Bottom** The y-coordinate of one pixel lower than the bottom edge of the box. This integer must be greater than the top integer.

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

Ans: from PIL import Image

filepath = "geeksforgeeks.png"

img = Image.open(filepath)

width = img.width

height = img.height

print("The height of the image is: ", height)

print("The width of the image is: ", width)

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

Ans: catimg.crop()

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

Ans : croppedIm = catImg.crop((335, 345, 565, 560))

>>> croppedIm.save('cropped.png')

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

Ans:ImageDraw module

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

Ans: First import Image and ImageDraw. Then create a new image, in this case, a 200×200 white image, and store the Image object in a variable and pass the Image object to the ImageDraw.Draw() function to receive an ImageDraw object.