1. What does RGBA stand for?

Ans : RGBA tuples are 4-tuples where the respective tuple components represent red, green, blue, and alpha (opacity) values for a color. 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.

1. 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') rgba = img.convert(“RGBA”) ...
* Change the color. Data will be an Imaging Core object containing thousands of tuples of RGBA values. ...
* Store the changed image.

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

Ans : tuple submodule provides read-only access for the tuple userdata type. It allows, for a single tuple: selective retrieval of the field contents, retrieval of information about size, iteration over all the fields, and conversion to a Lua table. Below is a list of all box. tuple functions.

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

Ans : To determine the size of an image using Chrome, follow these steps:

1. Open the page with your feed in Chrome.
2. Right-click the image whose size you want to know and select Inspect.
3. View your image's width and height displayed in the Chrome DevTools. (Note, the first number is always the width).

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

Ans :

|  |
| --- |
|  |
| import numpy as np |
|  | import cv2 |
|  |  |
|  | # The hsv color of the rectangle (0, 255, 255) |
|  | # If the hsv color will not be exactly pure you can change lower and upper accordingly |
|  | lower = np.array([0, 255, 255], np.uint8) |
|  | upper = np.array([0, 255, 255], np.uint8) |
|  |  |

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

Ans :  — Image.save() Saves this image under the given filename. If no format is specified, the format to use is determined from the filename extension,

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

Ans : The 'ImageDraw' module provides simple 2D graphics support for Image Object. Generally, we use this module to create new images, annotate or retouch existing images and to generate graphics on the fly for web use. The graphics commands support the drawing of shapes and annotation of text.

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

Ans : Images and other included objects may have hyperlinks associated with them, both through the standard linking mechanisms, but also via image maps. An image map .