

1. What does RGBA stand for?

Solution: RGBA stands for red green blue alpha.

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

Solution:

import the Image module from the Pillow library from PIL import Image 2. **Open any image and get the RAGBAG values.**

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

Solution:

The box.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.

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

Solution: The height need not be the actual height of the tree. The height can be taken to any scale. But should be consistent to all objects in the pic.

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

Solution: ImageObject.crop((0, 50, 50, 50)).

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

Solution: By Calling the imageObj.save('new_filename.png') method of the Image object.

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

Solution:

The ImageDraw module contains code to draw on images

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

Solution: 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