**ASSIGNMENT 14**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') rgba = img.convert(“RGBA”), change the color. Data will be an Imaging Core object containing thousands of tuples of RGBA values.  
   
3. What is a box tuple, and how does it work?  
Ans: 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.

4. Use your image and load in notebook then, How can you find out the width and height of an Image object?  
Ans: open() is used to open the image and then . width and . height property of Image are used to get the height and width of the image

5. What method would you call to get Image object for a 100×100 image, excluding the lower-left quarter of it?  
Ans: What is the use of PIL image crop () method in Python?

crop() method is used to crop a rectangular portion of any image. Parameters: box – a 4-tuple defining the left, upper, right, and lower pixel coordinate. Return type: Image (Returns a rectangular region as (left, upper, right, lower)-tuple).

6. After making changes to an Image object, how could you save it as an image file?  
Ans: The PIL module is used for storing, processing, and displaying images in Python. To save images, we can use the PIL. save() function. This function is used to export an image to an external file.

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: A Drawing object describes visible content, such as a shape, bitmap, video, or a line of text. Different types of drawings describe different types of content.