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

**Ans.** They are the tuples where the respective tuple components represt red, green, blue, alpha values for a color. Where these values are floating point numbers between 0.0 to 1.0.

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

**Ans.** In the PIL we have Image inside which we have the method getdata() which returns a sequence of all RGBA values

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

**Ans.** In pillow most functions and methods take a box tuple argument which are four integer coordinated which represent a rectangular region in an image.

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

**Image object?**

**Ans.** We can use the size variable obtained from Image.open(“image.png”) object. To get a tuple of width and height in order.

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

**quarter of it?**

**Ans.** We can use the crop method and provide the coordinates to exclude the lower left quarter of the image by giving in the values (50, 50, 100, 100).

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

**Ans.** We use the Image.save() method to save the image file in PIL.

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

**Ans.** The ImageDraw module of Pillow contains the shape drawing code and is generally used to create new images, annote or retouch existing image and generate graphics on the fly.

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

**Ans.** The ImageDraw.Draw() object does have drawing methods we pass the Image object as an argument to it and then we can use the drawing methods.