- What does RGBA stand for?

```
1  RGBA stands for red, green, blue, and alpha (transparency) in the color
2  An RGBA value is a tuple of 4 integers, each ranging from 0 to 255. The four integers correspond
3  to the amount of red, green, blue, and alpha (transparency) in the color
```

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

```
In [5]:   1  from PIL import ImageColor
          2  ImageColor.getcolor('black', 'RGBA')
```

```
Out[5]: (0, 0, 0, 255)
```

```
In [3]:   1  ImageColor.getcolor('red', 'RGBA')
```

```
Out[3]: (255, 0, 0, 255)
```

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

```
1  A box tuple is a tuple value of four integers: the left edge x-coordinate, the top edge y-coordinate, the
   width, and the height, respectively
```

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

```
In [15]:  1  from PIL import Image
          2  myImg = Image.open("IM.jpg")
          3  w,h = myImg.size
          4  w,h
```

```
Out[15]: (3070, 4096)
```

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

```
1  ImageObject.crop((0, 50, 50, 50))
```

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

```
1  By Calling the imageObj.save('new_filename.png') method of the Image object.
```

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

```
1  The ImageDraw module contains code to draw on images.
```

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

```
1  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.
```

```
In [ ]:   1
```