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

**ANSWER:** RGBA stands for Red Green Blue Alpha. It is a color model used in digital graphics to represent colors in an image or on a screen.

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

**ANSWER:** To get the RGBA value of an image using the Pillow module in Python, you can use the getdata() method of the Image class. The getdata() method returns a sequence-like object containing the pixel values of the image, which can be unpacked into separate RGBA values using tuple unpacking.

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

**ANSWER**: A box tuple in the context of the Pillow module is a tuple of four integers representing the coordinates of a rectangular box region within an image. The four integers represent the left, upper, right, and lower coordinates of the box, respectively, in pixel units.

The box tuple is typically used as an argument to methods that perform operations on a specific region of an image, such as cropping, resizing, or pasting. For example, the crop() method of the Image class takes a box tuple as an argument to specify the region of the image to crop:

from PIL import Image

image = Image.open("path/to/image.png")

box\_tuple = (100, 100, 300, 300)

cropped\_image = image.crop(box\_tuple)

cropped\_image.show()

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

**ANSWER:** To get an Image object for a 100x100 image, excluding the lower-left quarter of it, you can use the crop() method of the Image class with a box tuple that defines the region to be cropped.

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

**ANSWER:** To save an Image object as an image file after making changes to it using the Pillow module in Python, you can use the save() method of the Image class. The save() method takes one required argument, which is the file path and name to save the image to, as well as several optional arguments that allow you to specify the file format, compression level, and other parameters.

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

**ANSWER:** The module that contains Pillow's shape-drawing code is called ImageDraw. The ImageDraw module is a part of the Pillow library, and it provides a number of methods for drawing different shapes on an Image object, such as lines, rectangles, ellipses, polygons, and text.

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

**ANSWER:** Image objects in Pillow do not have drawing methods. Instead, Pillow provides a separate ImageDraw module that contains methods for drawing shapes and text on Image objects.

To use the drawing methods provided by the ImageDraw module, you first need to create an ImageDraw object that is associated with the Image object you want to draw on. You can create an ImageDraw object using the Draw() method of the ImageDraw module.