1. RGBA stands for Red Green Blue Alpha. It is a color model that uses four channels to represent colors: red, green, blue, and alpha (transparency).

2. To get the RGBA value of an image using the Pillow module, you can use the `getpixel()` method of an `Image` object.

For example:

from PIL import Image

# Load the image

img = Image.open("example.png")

# Get the RGBA value of pixel at (0, 0)

rgba = img.getpixel((0, 0))

3. A box tuple is a tuple that represents a rectangular region in an image. It consists of four integer values: `(left, upper, right, lower)`. The values represent the pixel coordinates of the left edge, upper edge, right edge, and lower edge of the box, respectively. It can be used to crop or paste regions of an image.

4. To get the width and height of an `Image` object, you can use the `size` attribute.

For example:

from PIL import Image

# Load the image

img = Image.open("example.png")

# Get the width and height

width, height = img.size

5. To exclude the lower-left quarter of a 100x100 image, you can use the `crop()` method.

For example:

from PIL import Image

# Load the image

img = Image.open("example.png")

# Crop the image

new\_img = img.crop((0, 0, 50, 50))

# Get the Image object

img\_obj = new\_img.load()

6. After making changes to an `Image` object, you can save it as an image file using the `save()` method.

For example:

from PIL import Image

# Load the image

img = Image.open("example.png")

# Manipulate the image

# Save the image

img.save("new\_image.png")

7. Pillow's shape-drawing code is contained in the `ImageDraw` module.

8. `ImageDraw` objects have drawing methods. You can get an `ImageDraw` object by calling the `Draw()` method of an `Image` object.

For example:

from PIL import Image, ImageDraw

# Load the image

img = Image.open("example.png")

# Get an ImageDraw object

draw = ImageDraw.Draw(img)

# Use the drawing methods to draw shapes

# ...

# Save the image

img.save("new\_image.png")