1. What does RGBA stand for?
   1. RGBA stands for Red, Green, Blue, and Alpha. It is a color model used in computer graphics and digital imaging to represent colors and their transparency.
2. From the Pillow module, how do you get the RGBA value of any images?
   1. To get the RGBA value of any image using the Pillow module in Python, you can use the getpixel() method after opening the image and converting it to the RGBA mode if it's not already in that mode.
      1. rgba\_value = image.getpixel((x, y))
3. What is a box tuple, and how does it work?
   1. A box tuple is a concept used in the Pillow module (PIL) to represent rectangular regions within an image. It is a tuple of four integers that defines the coordinates of a rectangular area in an image. The four integers in a box tuple are:
   2. Left (x1): The x-coordinate of the left edge of the box.
   3. Top (y1): The y-coordinate of the top edge of the box.
   4. Right (x2): The x-coordinate of the right edge of the box.
   5. Bottom (y2): The y-coordinate of the bottom edge of the box
4. Use your image and load in notebook then, How can you find out the width and height of an Image object?
   1. from PIL import Image
   2. p1=Image.open('IMG\_3387.JPG')
   3. p1.size
5. What method would you call to get Image object for a 100×100 image, excluding the lower-left quarter of it?
   1. Create a 100×100 image or open an existing one.
   2. Use the crop() method to exclude the lower-left quarter.
6. After making changes to an Image object, how could you save it as an image file?
   1. image.save('modified\_image.png')
7. What module contains Pillow’s shape-drawing code?
   1. Pillow's shape-drawing code is contained in the ImageDraw module. The ImageDraw module provides simple 2D graphics support for drawing shapes like lines, rectangles, ellipses, and more on an image.
8. Image objects do not have drawing methods. What kind of object does? How do you get this kind of object?
   1. Image objects themselves do not have drawing methods. Instead, you use an ImageDraw object to draw on an image. You can obtain an ImageDraw object by passing an existing Image object to the ImageDraw.Draw() function.