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| Q1 | What does RGBA stand for? |
| ANS: | RGBA stands for red, green, blue, and alpha (transparency) in the color  An RGBA value is a tuple of 4 integers, each ranging from 0 to 255. The four integers correspond  to the amount of red, green, blue, and alpha (transparency) in the color |
| Q2 | From the Pillow module, how do you get the RGBA value of any images? |
| ANS: |  |
| Q3 | What is a box tuple, and how does it work? |
| ANS: | 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 |
| Q4 | Use your image and load in notebook then, How can you find out the width and height of an Image object? |
| ANS: |  |
| Q5 | What method would you call to get Image object for a 100×100 image, excluding the lower-left quarter of it? |
| ANS: | ImageObject.crop((0, 50, 50, 50)) |
| Q6 | After making changes to an Image object, how could you save it as an image file? |
| ANS: | By Calling the imageObj.save('new\_filename.png') method of the Image object. |
| Q7 | What module contains Pillow’s shape-drawing code? |
| ANS: | The ImageDraw module contains code to draw on images |
| Q8 | Image objects do not have drawing methods. What kind of object does? How do you get this kind of object? |
| ANS: | 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 |