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

RGBA tuples are 4-tuples where the respective tuple components represent red, green, blue, and alpha (opacity) values for a colour. Each value is a floating-point number between 0.0 and 1.0.

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

Pillow offers the ImageColor. getcolor() function so you don't have to memorize RGBA values for the colors you want to use. This function takes a color name string as its first argument, and the string 'RGBA' as its second argument, and it returns an RGBA tuple.

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

The box. tuple submodule provides read-only access for the tuple userdata type. It allows, for a single tuple: selective retrieval of the field contents, retrieval of information about size, iteration over all the fields, and conversion to a Lua table.

**4. Use your image and load in notebook then, how can you find out the width and height of an Image object?**

from PIL import Image

im **=** Image**.**open('image\_path')

print(im**.**size)

print(type(im**.**size))

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

from PIL import Image

# Open the original image

img = Image.open('path/to/image.png')

# Define the coordinates for the region to extract

left = 25

upper = 0

right = 100

lower = 75

# Use the crop() method to extract the region

img\_cropped = img.crop((left, upper, right, lower))

# Display the cropped image

img\_cropped.show()

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

Image.save() is used to save an image file after making changes.

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

ImageDraw module contains Pillow,s shape-drawing code

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

Draw() and not Draw() are the methods having drawing method. From Pillow module.