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

RGBA stands for Red,Green,Blue,Alpha.

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

from PIL import Image

img = Image.open('image.png')

rgba = img.convert("RGBA")

datas = rgba.getdata()

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

It is a tuple of four integer coordinates that represent a rectangular region in an image. The four integers are, in order, as follows:

* Left The x-coordinate of the leftmost edge of the box.
* Top The y-coordinate of the top edge of the box.
* Right The x-coordinate of one pixel to the right of the rightmost edge of the box. This integer must be greater than the left integer.
* Bottom The y-coordinate of one pixel lower than the bottom edge of the box. This integer must be greater than the top integer.

**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

file\_path = "geeksforgeeks.png"

img = Image.open(file\_path)

width = img.width

height = img.height

print("The height of the image is: ", height)

print("The width of the image is: ", width)

**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

import numpy as np

img = Image.open(r"IMAGE\_PATH").convert('RGB')

img\_arr = np.array(img)

img\_arr[50 : 100, 0 : 50] = (0, 0, 0)

img = Image.fromarray(img\_arr)

img.show()

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

from PIL import Image

import PIL

image\_1 = Image.open(r"C:\Users\aniket\desktop\car.jpg")

image\_1 = image\_1.save("car\_1.jpg")

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

The ImageDraw module contains the Pillow’s shape drawing code.

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

Objects created with the ImageDraw module have the drawing methods.