1. What does RGBA stand for?

RGBA stands for Red, Green, Blue, and Alpha. It is a color model used to represent colors in images, where each pixel is described by its levels of red, green, and blue, along with an alpha value representing transparency.

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

You can use the getpixel() method on an Image object to get the RGBA value of a pixel at a specific coordinate. For example: rgba\_value = image.getpixel((x, y)).

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

A box tuple is a tuple representing a rectangular region in an image. It consists of four integer values: (left, upper, right, lower). This tuple defines the bounding box of the region. The left and upper values are the coordinates of the top-left corner, while the right and lower values are the coordinates of the bottom-right corner.

4. How can you find out the width and height of an Image object?

You can use the .size attribute of an Image object to get a tuple representing the width and height. For example: width, height = image.size.

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

You can use the .crop() method to extract a region of interest from an image. To exclude the lower-left quarter of a 100x100 image, you can call: new\_image = image.crop((0, 0, 50, 50)).

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

After making changes to an Image object, you can use the .save() method to save it as an image file. Provide the desired file name and format as arguments to this method.

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

The ImageDraw module within the Pillow library contains shape-drawing code.

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

The ImageDraw object, obtained from the ImageDraw.Draw() function, has drawing methods. To use these methods, you need to create an ImageDraw object and pass the corresponding Image object to the function.