

1. What does RGBA stand 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?

This means Pillow is expecting 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?

```
# import required module
```

```
from PIL import Image
```

```
# get image
```

```
filepath = "bala.png"
```

```
img = Image.open(filepath)
```

```
# get width and height
```

```
width = img.width
```

```
height = img.height
```

```
# display width and 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?

Using `resize()` method

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

Using `object.save()` method

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

`ImageDraw` module

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

'ImageDraw' is kind of method which used and using this we can draw shapes, text and lines like we do in power point or MS paint