1.

Red-Green-Blue-Alpha

RGBA(**Red-Green-Blue-Alpha**)

\*\*\*2.

**To read an image with Python Pillow library, follow these steps.**

1. Import Image from PIL library.
2. Use Image. open() method and pass the path to image file as argument. Image. open() returns an Image object. You can store this image object and apply image operations on it.

\*\*\*3.

Many of Pillow's functions and methods take a box tuple argument. This means Pillow is expecting **a tuple of four integer coordinates that represent a rectangular region in an image**.

\*\*\*4.

**The 'ImageDraw' module** provides simple 2D graphics support for Image Object. Generally, we use this module to create new images, annotate or retouch existing images and to generate graphics on the fly for web use. The graphics commands support the drawing of shapes and annotation of text.

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The graphics commands support the drawing of shapes and annotation of text.

* An image can be well-thought-out to be a two-dimensional array of pixels (picture elements). A pixel is the smallest dot of color being supported.
* The origin of the two-dimensional co-ordinate system used by ImageDraw, is in the **upper left corner** of the image.
* The pillow color schemes we use is RGB. The color RGB representation and support is provided by the module **ImageColor**.
* bitmap, OpenType or TrueType are the acceptable fonts for text annotations.
* Most of the drawing commands may require a bounding box parameter that specifies the area on the image to which the command is to be applied.
* A sequence of co-ordinates can be represented as [ (x0, y0), (x1, y1),…(xn, yn)].
* For some drawing commands, we require angle values.

\*\*\*5.

Since the division operator returns a float value andresize()requires thedimensions to be integers, remember to convert the result to an integerwith theint()function. Finally, the newwidthvalue will simply be set toSQUARE\_FIT\_SIZE

\*\*\*6.

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

from PIL import Image

import PIL

# creating a image object (main image)

im1 = Image.open(r"C:\Users\System-Pc\Desktop\flower1.jpg")

# save a image using extension

im1 = im1.save("geeks.jpg")

\*\*\*7.

The Image module **provides a class with the same name which is used to represent a PIL image**. The module also provides a number of factory functions, including functions to load images from files, and to create new images. PIL. Image.

\*\*\*8.

Image Objects are **simple graphical elements which are assembled together to create more complex artworks like icons, cursors, buttons, sprites and more**. Image Objects permit you to be creative without drawing a single pixel.