1. What does RGBA stand for?

An RGBA value is a tuple of 4 integers, each ranging from 0 to 255. The four integers correspond to the amount of red, green, blue, and alpha (transparency) in the color

2. From the Pillow module, how do you get the RGBA value of 'CornflowerBlue'?

A function call to ImageColor.getcolor('CornflowerBlue', 'RGBA') will return (100, 149, 237, 255), the RGBA value for that color.

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

A box tuple is a tuple value of four integers: the left edge x-coordinate, the top edge y-coordinate, the width, and the height, respectively

4. For an image file called zophie.png, what feature returns an Image object?

Image.open('zophie.png')

5. What is the way to determine the width and height of a Picture object's image?

imageObj.size is a tuple of two integers, the width and the height.

6. How can you get an Image object for a 100x100 image that is missing the lower-left quarter?

imageObj.crop((0, 50, 50, 50)). Notice that you are passing a box tuple to crop(), not four separate integer arguments.

7. How can you save an Image object as an image file after making adjustments to it?

Call the imageObj.save('new\_filename.png') method of the Image object.

8. In which module does Pillow's shape-drawing code reside?

The ImageDraw module contains code to draw on images.

9. Drawing methods are not available for image objects. What kind of thing does that? What's the best way to get this kind of thing?

ImageDraw objects have shape-drawing methods such as point(), line(), or rectangle(). They are returned by passing the Image object to the ImageDraw.Draw() function.