1. What does RGBA stand for?

The RGBA color format is an extension of the RGB scheme with an added alpha channel that specifies the opacity of the color.

rgba(red, green, blue, alpha)

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

Pillow offers the ImageColor.getcolor() function so you don’t have to memorize RGBA values for the colors you want to use. This function takes a color name string as its first argument, and the string 'RGBA' as its second argument, and it returns an RGBA tuple.

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

The box.tuple submodule provides read-only access for the tuple userdata type. It allows, for a single tuple: selective retrieval of the field contents, retrieval of information about size, iteration over all the fields, and conversion to a Lua table.

1. 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 = "geeksforgeeks.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)

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

The first resize() call passes int(width / 2) for the new width and int(height / 2) for the new height , so the Image object returned from resize() will be half the length and width of the original image, or one-quarter of the original image size overall. The resize() method accepts only integers in its tuple argument, which is why you needed to wrap both divisions by 2 in an int() call.

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

# Importing Image module from PIL package

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

The 'ImageDraw' module provides simple 2D graphics support for Image Object

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

from PIL import ImageFont, ImageDraw