

**Title :** Python Basic Assignment-14  
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### 1. What does RGBA stand for?

RGBA stands 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?

It is 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?

```
from PIL import Image

file_path = "geeksforgeeks.png"

img = Image.open(file_path)

width = img.width

height = img.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?

```
from PIL import Image
```

```
import numpy as np

img = Image.open(r"IMAGE_PATH").convert('RGB')

img_arr = np.array(img)

img_arr[50 : 100, 0 : 50] = (0, 0, 0)

img = Image.fromarray(img_arr)

img.show()
```

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

```
from PIL import Image

import PIL

image_1 = Image.open(r"C:\Users\aniket\desktop\car.jpg")

image_1 = image_1.save("car_1.jpg")
```

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

The ImageDraw module contains the Pillow's shape drawing code.

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

Objects created with the ImageDraw module have the drawing methods.