E:\pixel2.py

```
from PIL import Image

# Create an image as input:
input_image = Image.new(mode="RGB", size=(400, 400),
                        color="blue")

# save the image as "input.png"
#(not mandatory)
input_image.save("input", format="png")

# Extracting pixel map:
pixel_map = input_image.load()

# Extracting the width and height
# of the image:
width, height = input_image.size
z = 100
for i in range(width):
    for j in range(height):

        # the following if part will create
        # a square with color orange
        if((i >= z and i <= width-z) and (j >= z and j <= height-z)):

            # RGB value of orange.
            pixel_map[i, j] = (255, 165, 0)

        # the following else part will fill the
        # rest part with color light salmon.
        else:

            # RGB value of light salmon.
            pixel_map[i, j] = (255, 160, 122)

# The following loop will create a cross
# of color blue.
for i in range(width):

    # RGB value of Blue.
    pixel_map[i, i] = (0, 0, 255)
    pixel_map[i, width-i-1] = (0, 0, 255)

# Saving the final output
# as "output.png":
input_image.save("output", format="png")

# use input_image.show() to see the image on the
# output screen.

```