1. What does RGBA stand for?

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

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

**Ans: we can use rgba = img.convert(“RGBA”) to get RGBA Value ofany image**

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

**Ans: The box is a 4-tuple defining the left, upper, right, and lower pixel coordinate.**

4. Use your image and load in notebook then, How can you find out the width and height of an Image object?

**Ans: with help of size property we can extract the width and height of an image object**

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

**Ans: we make a new image that is a 100×100 transparent square. Calling getpixel() on some coordinates in this image returns (0, 0, 0, 0) because the image is transparent**

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

**Ans: Call the save() method to save the changes, using the original filename.**

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

**Ans: There are several other shape-drawing methods for ImageDraw objects**

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

**Ans: 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.**