1. What does RGBA stand for?

Answers: It stands for Red, Green, Blue, Alpha.

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

Answers: 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.

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

Answers: tuple of four integer coordinates that represent a rectangular region in an image. box tuple of the form (*left, top, right, bottom*).

Image pixels are addressed with x- and y-coordinates, which respectively specify a pixel’s horizontal and vertical location in an image. The *origin* is the pixel at the top-left corner of the image and is specified with the notation (0, 0). The first zero represents the x-coordinate, which starts at zero at the origin and increases going from left to right. The second zero represents the y-coordinate, which starts at zero at the origin and increases going down the image. This bears repeating: y-coordinates increase going downward, which is the opposite of how you may remember y-coordinates being used in math class.

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

Answers: object’s size attribute contains a tuple of the image’s width and height in pixels

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

Answers: crop() method on Image objects

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

Answers: Python PIL | Image.save() method

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

Answers: Pillow’s ImageDraw module

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

Answers:  ImageDraw.Draw() function to receive an ImageDraw object. This object has several methods for drawing shapes and text onto an Image object. Store the ImageDraw object in a variable like draw so you can use it easily