1. **What does RGBA stand for?**

RGBA stands for red, green, blue, and alpha (transparency) in the color

An RGBA value is a tuple of 4 integers, each ranging from 0 to 255. The four integers correspond

to the amount of red, green, blue, and alpha (transparency) in the color

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

from PIL import ImageColor

ImageColor.getcolor('green', 'RGBA')

ImageColor.getcolor('red', 'RGBA')

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

A box tuple is a tuple value of four integers: the left edge x-coordinate, the top edge y-coordinate, the width, and the height, respectively

1. **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

myImg = Image.open('shiva.jpg')

w,h = myImg.size

w,h

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

ImageObject.crop((0, 50, 50, 50))

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

By Calling the imageObj.save('new\_filename.png') method of the Image object.

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

The ImageDraw module contains code to draw on images

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

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