1. What does RGBA stand for?

RGBA tuples are 4-tuples where the respective tuple components represent red, green, blue, and alpha (opacity) values for a color. Each value is a floating point number between 0.0 and 1.0. For example, the tuple (1, 0, 0, 1) represents an opaque red, while (0, 1, 0, 0.5) represents a half transparent green

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

from PIL import Image

mg = Image.open(‘image.png’)

rgba = img.convert(“RGBA”)

datas = rgba.getdata()

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

The box.tuple submodule provides read-only access for the tuple userdata type. It allows, for a single tuple: selective retrieval of the field contents, retrieval of information about size, iteration over all the fields

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

img = Image.open("/Users/hp/anusha/pythonassignments/rose.jpg")

width, height = img.size

print(width, height)

output

960 640

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

im2 = Image.new('RGBA', (100, 100))

im2.save('transparentImage.png')

width, height = im2.size

print(width, height)

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

Using save method

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

The 'ImageDraw' module provides simple 2D graphics support for Image Object. Generally, we use this module to create new images, annotate or retouch existing images and to generate graphics on the fly for web use. The graphics commands support the drawing of shapes and annotation of text.

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

img = Image.open