1. What does RGBA stand for?

- Red, Green, Blue, and Alpha.

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

Use the following commands to get the RGBA data of any image…

- from PIL import Image
- img = Image.open('image.png')
- rgba = img.convert("RGBA")
- rgba_data = rgba.getdata()

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

- A box tuple is used to specify the size or resize the Image.
- A box tuple contains 4 values
- The first value is the x coordinate of the origin
- The second value is the y coordinate the top of the image.
- The third value is the width along the positive x axis
- The fourth value is the height along the negative y axis.

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

- The *size* attribute of an image about has the information of width and height of it respectively.
- If the name of the image object is *img*, then use *img.size*

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

- If the image object is store in a variable called: img
- Then use img.crop((0, 50, 50, 50))

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

- Use the save method and pass the filename of the image along with the relative path of the filename or absolute path of the filename wherever you want to save the image.
- If the image object name is: *img*
- If the location of the file where we want to save the file is same as the current running file.
- Then, use this command: *img.save("image.png")*, if you want to save it as a png file.

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

- *ImageDraw* module

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

- ImageDraw object have drawing methods.
- To the an ImageDraw object, use the following commands. Assume your Image object is stored in a variable called ‘img’.
    - import ImageDraw
    - *ImageDraw.Draw(img)* # Use this method call and assign it to a variable