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

**Answer-** The RGB color model is extended in this specification to include “alpha” to allow specification of the opacity of a color.

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

**Answer-** import the Image module from the Pillow library. from PIL import Image.

Open any image and get the RAGBAG values. img = Image.open('image.png') rgba = img.convert(“RGBA”) ...

Change the color. Data will be an Imaging Core object containing thousands of tuples of RGBA values. ...

Store the changed image.

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

**Answer-** 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, and conversion to a Lua table.

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

**Answer**- open() is used to open the image and then . width and . height property of Image are used to get the height and width of the image.

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

**Answer-**

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

**Answer-**

from PIL import Image

img = Image.open('loadimage.jpg')

img = img.save('savedimage.jpg')

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

**Answer-**

To load the image, we simply import the image module from the pillow and call the Image. open(), passing the image filename. Instead of calling the Pillow module, we will call the PIL module as to make it backward compatible with an older module called Python Imaging Library (PIL).

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

**Answer-**

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