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In [1]: # Q1 In Python, RGBA stands for the same thing as in general computer graphics and digital imaging: "Red Green Blue Alpha".

In [2]: # Q2 To get the RGBA value of an image using the Pillow module in Python, you can use the getpixel() method of the Image object

In [3]: # Q3 In the context of the Pillow module in Python, a "box tuple" refers to a tuple that specifies a rectangular region in
#         an image. The tuple contains four values: (left, upper, right, lower), where left is the x-coordinate of the left edge
#         of the rectangle, upper is the y-coordinate of the upper edge, right is the x-coordinate of the right edge,
#         and lower is the y-coordinate of the lower edge.

In [ ]: # Q4

In [6]: pip install Pillow

Requirement already satisfied: Pillow in c:\users\em\anaconda3\lib\site-packages (9.2.0)
Note: you may need to restart the kernel to use updated packages.

In [7]: from PIL import Image

In [12]: image = Image.open("C:/Users/em/Pictures/sanjeev.jpg")

# Get the width and height of the image
width, height = image.size

# Print the width and height
print('Image width:', width)
print('Image height:', height)

Image width: 1020
Image height: 769

In [13]: # Q5 To get an Image object for a 100x100 image, excluding the lower-left quarter of it,
#         you can use the crop() method of the Image object.

In [14]: # Open the image file
image = Image.open('C:/Users/em/Pictures/sanjeev.jpg')

# Define the region to crop (upper-right quarter of the image)
box = (50, 0, 100, 50)

# Crop the image to the specified region
cropped_image = image.crop(box)

# Display the cropped image
cropped_image.show()

In [15]: # Q6 To save changes made to an Image object as a new image file, you can use the save() method of the Image object.

In [17]: # Open the image file
image = Image.open('C:/Users/em/Pictures/sanjeev.jpg')

# Do some processing on the image...
# For example, convert it to grayscale
grayscale_image = image.convert('L')

# Save the new image as a file
grayscale_image.save('my_grayscale_image.png')

In [18]: # Q7 The ImageDraw module provides a set of classes and functions for drawing shapes and text on an Image object.

In [ ]: # Q8 You are correct that Image objects in Pillow do not have drawing methods.
#         Instead, you need to create an ImageDraw object to draw on an Image object.
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