1. What does RGBA stand for?

Ans => R-> red,G->green,B->blue,A-> alpha(opacity)

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

Ans=> im = Image.open('image.gif')

rgb\_im = im.convert('RGB')

r, g, b = rgb\_im.getpixel((1, 1))

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

Ans => The box.tuple submodule provides read-only access for the tuple userdata type.

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

Ans=> image = PIL.Image.open("sample.png")

width, height = image.size

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

Ans=> floodfill

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

Ans=> im1 = im1.save("hello.jpg")

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

Ans=> ImageDraw module

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

Ans=> graphical objects has drawing methods.we can get them by importing libraries of them.