1. What does RGBA stand for?

Ans:- RGBA(Red-Green-Blue-Alpha)

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

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

Ans:- from PIL import Image

im = Image.open("sample-image.png")

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

Ans:- 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.

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

Ans:- # import required module

from PIL import Image

# get image

filepath = "geeksforgeeks.png"

img = Image.open(filepath)

# get width and height

width = img.width

height = img.height

# display width and height

print("The height of the image is: ", height)

print("The width of the image is: ", width)

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

Ans:- You can use the crop() method of the PIL.Image module in Python to exclude the lower-left quarter of an image. The method takes four coordinates as arguments: the left edge, the top edge, the right edge, and the bottom edge of the cropped image. To exclude the lower-left quarter of a 100x100 image, you would call the method as follows:-

from PIL import Image

# Open the original image

im = Image.open("original\_image.jpg")

# Crop the lower-left quarter of the image

left = 0

top = 50

right = 50

bottom = 100

cropped\_im = im.crop((left, top, right, bottom))

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

Ans:- We can use the PIL. save() function. This function is used to export an image to an external file. But to use this function, first, we should have an object which contains an image.

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

Ans:- The 'ImageDraw' module

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

Ans:- In Python, the tkinter module provides a set of classes for creating graphical user interfaces (GUIs) and one of those classes is Canvas. The Canvas class is used to create a drawing surface on which various shapes, text, and images can be drawn.

To create a Canvas object, you can use the tkinter.Canvas() constructor.