1. What does RGBA stand for?

**Ans. An RGBA value is a tuple of 4 integers, each ranging from 0 to 255. The four integers correspond** **to the amount of red, green, blue, and alpha (transparency) in the color.**

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

**Ans.  By using function call to ImageColor.getcolor('CornflowerBlue', 'RGBA') will return (100, 149,** **237, 255), the RGBA value for that color.**

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

**Ans. A box tuple is a tuple value of four integers: the left edge x-coordinate, the top edge y-coordinate, the width, and the height, respectively.**

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

**Ans. Image.open('zophie.png')**

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

**Ans. imageObj.size is a tuple of two integers, the width and the height.**

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

**Ans. Call the imageObj.save('new\_filename.png') method of the Image object.**

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

**Ans. The ImageDraw module contains code to draw on images.**

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

**Ans. ImageDraw objects have shape-drawing methods such as point(), line(), or rectangle(). They are** **returned by passing the Image object to the ImageDraw.Draw() function.**