Angle at corner P

= angle between vectors

$Q-P$ and $R-P$

= angle between $\begin{bmatrix}4\\0\end{bmatrix}$ and $\begin{bmatrix}4\\3\end{bmatrix}$

$$= \arccos\left(\frac{\begin{bmatrix}4\\0\end{bmatrix}\cdot\begin{bmatrix}4\\3\end{bmatrix}}{\sqrt{4^2+0^2}\ \sqrt{4^2+3^2}}\right) = \arccos\left(\frac{16}{4\cdot 5}\right)$$

$$= \boxed{\arccos\left(\frac{4}{5}\right)}$$

Angle at corner Q =

angle between $P-Q$ + $R-Q$.

= angle $\parallel$ $\begin{bmatrix}-4\\0\end{bmatrix}$ + $\begin{bmatrix}0\\3\end{bmatrix}$

$$= \arccos\left(\frac{\begin{bmatrix}-4\\0\end{bmatrix}\cdot\begin{bmatrix}0\\3\end{bmatrix}}{\sqrt{(-4)^2+0^2}\sqrt{0^2+3^2}}\right) = \arccos(0) = \boxed{\pi/2.}$$

Angle at corner R = angle between $P-R$ + $Q-R$.

= angle between $\begin{bmatrix}-4\\-3\end{bmatrix}$ + $\begin{bmatrix}0\\-3\end{bmatrix}$

$$= \arccos\left(\frac{\begin{bmatrix}-4\\-3\end{bmatrix}\cdot\begin{bmatrix}0\\-3\end{bmatrix}}{\sqrt{(-4)^2+(-3)^2}\sqrt{0^2+(-3)^2}}\right) = \boxed{\arccos\left(\frac{9}{5\times 3}\right)}$$