**NAME-ADITYA RAWAT**

**COURSE-BSC(IT)**

**ROLL NO-1022714**

**CLASS ROLL NO-04**

**SUBJECT-COMPUTER GRAPHICS END TERM**

**ANSWER 3. TO IMPLEMENT BOUNDARY-FILL ALGORITHM**

**SOURCE CODE-**

**#include<stdio.h>**

**#include<graphics.h>**

**#include<dos.h>**

**void boundaryfill(int x,int y,int f\_color,int b\_color)**

**{**

**if(getpixel(x,y)!=b\_color && getpixel(x,y)!=f\_color)**

**{**

**putpixel(x,y,f\_color);**

**boundaryfill(x+1,y,f\_color,b\_color);**

**boundaryfill(x,y+1,f\_color,b\_color);**

**boundaryfill(x-1,y,f\_color,b\_color);**

**boundaryfill(x,y-1,f\_color,b\_color);**

**}**

**}**

**int main()**

**{**

**int gm,gd=DETECT,radius;**

**int x,y;**

**printf("Enter x and y positions for circle\n");**

**scanf("%d%d",&x,&y);**

**printf("Enter radius of circle\n");**

**scanf("%d",&radius);**

**initgraph(&gd,&gm,"c:\\turboc3\\bgi");**

**circle(x,y,radius);**

**boundaryfill(x,y,4,15);**

**delay(5000);**

**closegraph();**

**return 0;**

**}**

**OUTPUT-**

