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COURSE = B.Sc IT 6th semester

SUBJECT = Computer Graphics

#include<graphics.h>

#include<stdio.h>

voidboundary\_fill(intx,inty,intfill\_color,intbound\_color)

{

if(getpixel(x,y)!=fill\_color&&getpixel(x,y)!=bound\_color)

{

putpixel(x,y,fill\_color);

delay(1);

boundary\_fill(x+1,y,fill\_color,bound\_color);

boundary\_fill(x,y-1,fill\_color,bound\_color);

boundary\_fill(x-1,y,fill\_color,bound\_color);

boundary\_fill(x,y+1,fill\_color,bound\_color);

boundary\_fill(x-1,y-1,fill\_color,bound\_color);

boundary\_fill(x+1,y-1,fill\_color,bound\_color);

boundary\_fill(x-1,y+1,fill\_color,bound\_color);

boundary\_fill(x+1,y+1,fill\_color,bound\_color);

}

}

intmain()

{

intgd=DETECT,gm;

initgraph(&gd,&gm,"");

line(100,100,250,100);

line(250,100,250,250);

line(250,250,400,250);

line(400,250,400,400);

line(248,400,400,400);

line(248,250,248,400);

line(100,100,100,250);

line(100,250,248,250);

boundary\_fill(150,150,RED,WHITE);

getch();

closegraph();

}

