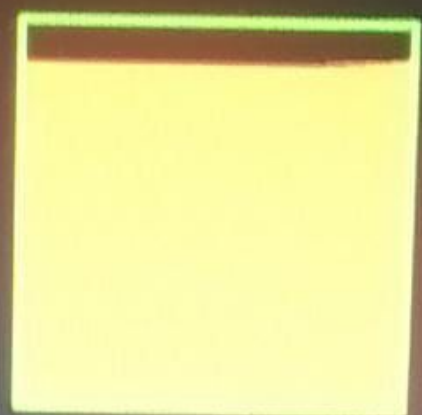


AIM: Write a program to implement Polygon Filling (Boundary Fill) algorithm

```
#include<stdio.h>
#include<conio.h>
#include<dos.h>
#include<graphics.h>
void boundaryfill(int x,int y,int fill,int boundary)
{
int current;
current=getpixel(x,y);
if((current!=boundary)&&(current!=fill))
{
setcolor(fill);

putpixel(x,y,fill);
delay(5);
boundaryfill(x+1,y,fill,boundary);
boundaryfill(x-1,y,fill,boundary);
boundaryfill(x,y+1,fill,boundary);
boundaryfill(x,y-1,fill,boundary);
}
}
void main()
{
int gd=DETECT,gm;
initgraph(&gd,&gm,"C://Turboc3//BGI");
setcolor(10);
rectangle(250,200,310,260);
boundaryfill(280,250,12,10);
getch();
}
```



ASUS

