```c
#include <graphics.h>
void boundaryFill4(int x, int y, intfill_color,intboundary_color)
{
        if(getpixel(x, y) != boundary_color&&
        getpixel(x, y) != fill_color)
        {
                putpixel(x, y, fill_color);
                boundaryFill4(x + 1, y, fill_color, boundary_color);
                boundaryFill4(x, y + 1, fill_color, boundary_color);
                boundaryFill4(x - 1, y, fill_color, boundary_color);
                boundaryFill4(x, y - 1, fill_color, boundary_color);
        }
}
int main()
{

        intgd = DETECT, gm;
        initgraph(&gd, &gm, "");

        int x = 250, y = 200, radius = 50;
        circle(x, y, radius);
        boundaryFill4(x, y, 6, 15);

        delay(10000);

        getch();
        closegraph();

        return 0;
}
```