Boundry Fill:

#include<stdio.h>

#include<graphics.h>

#include<conio.h>

Fill\_right(x,y)

{

Int x,y;

If(getpixel(x,y)!=WHITE&&(getpixel(x,y)!=RED))

{

Putpixel(x,y,RED);

Fill\_right(++x,y);

X=x-1;

Fill\_right(x,y-1);

Fill\_right(x,y+1);

}

}

Fill\_left(x,y)

{

Int x,y;

If(getpixel(x,y)!=WHITE&&(getpixel(x,y)!=RED))

{

Putpixel(x,y,RED);

Fill\_right(--x,y);

X=x+1;

Fill\_right(x,y-1);

Fill\_right(x,y+1);

}

}

Void main()

{

Int x,y,a[10][2],gd,gm,n,i;

Clrscr();

Detectgraph(&gd,&gm);

Initgraph(&gd,&gm,”c:\\tc\\bgi”);

Printf(“\nEnter no.of edges of polygon:”);

Scanf(“%d”,&n);

Printf(“\nEnter coordinates of polygon”);

For(i=o;i<n;i++)

{

Printf(“\tX%d Y%d:”i,i);

Scanf(“%d%d”,a[i][0],&a[i][o]);

}

a[n][0]=a[0][0];

a[n][1]=a[0][1];

printf(“\nEnter the seed point:”);

scanf(“%d%d”,&x,&y);

for(i=0;i<n;i++)

{

Line(a[i][0],a[i][1],a[i+1][0],a[i+1][1]);

}

Fill\_right(x,y);

Fill\_left(x-1,y);

Getch();

Closegraph();

}