Flood Fill Algorithm:

#include<iostream.h>

#include<conio.h>

#include<graphics.h>

#include<dos.h>

void fillcolor(int x,int y,int n,int o)

{

if(getpixel(x,y)==o)

{

putpixel(x,y,n);

fillcolor(x+1,y,n,o);

fillcolor(x-1,y,n,o);

fillcolor(y+1,x,n,o);

fillcolor(y-1,x,n,o);

delay(50);

}

}

void main()

{

int gm,gd;

clrscr();

detectgraph(&gd,&gm);

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

rectangle(50,50,100,100);

fillcolor(51,51,15,0);

getch();

closegraph();

}