Floodfill of polygon:

#include<stdio.h>

#include<conio.h>

Void flood(int,int,int,int);

Void main()

{

Int gm,gd;

Clrscr();

Detectgraph((&gd,&gm);

Initgraph(&gd,&gm,”c:\\turboc3\\bgi”0;

Rectangle(50,50,100,100);

Flood(55,55,4,15);

Getch();

Closegraph();

}

Void flood(int x,int y,int new,int old)

{

If((getpixel(x,y)==old)

{

Putpixel(x,y,new);

Flood(x+1,y,new,old);

Flood(x-1,y,new,old);

Flood(x,y+1,new,old);

Flood(x,y-1,new,old); }