1. Introduction  
   **What is this program about?**This program is about implementing the algorithm for filling an object. There are several algorithms written in this program to fulfil the task given. Those algorithms are recursive flood fill, recursive boundary fill, eight-way region fill, region fill stack, scanline region fill, scanline region fill stack.  
   **In what language is the program implemented?**This program is implemented in Python using Python 3.x
2. Basic Theory  
   **Explain what region fill is about.**  
   Region fill is a term for algorithm in image processing, it deals simply with filling the region of an object/image. Region fill can be divided into two, Boundary fill and Flood fill  
   **Explain flood fill and boundary fill.**

Work log

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| --- | --- | --- |
| 04-March-2021 | Creating GUI, Line and Circle | Wirahmat, Andre |
| 05-March-2021 | Updating GUI, implement flood fill recursive, bound fill | Wirahmat, Andre, Aziza |
| 06-March-2021 | Implement 8 Way fill, flood fill stack, Debugging | Andre, Wirahmat, Aziza |
| 07-March 2021 | Debugging | Andre, Wirahmat, Aziza |
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Comments  
Due to lack of practice, example of programming and documentation of the library on the internet this assignment will be hard to implement despite the Difficulty being fairly low