#include<stdio.h>

#include<graphics.h>

#include<dos.h>

void boundaryfill(int x,int y,int f\_color,int b\_color)

{

if(getpixel(x,y)!=b\_color && getpixel(x,y)!=f\_color)

{

putpixel(x,y,f\_color);

boundaryfill(x+1,y,f\_color,b\_color);

boundaryfill(x,y+1,f\_color,b\_color);

boundaryfill(x-1,y,f\_color,b\_color);

boundaryfill(x,y-1,f\_color,b\_color);

}

}

//getpixel(x,y) gives the color of specified pixel

int main()

{

int gm,gd=DETECT,radius;

int x,y;

printf("Enter x and y positions for circle\n");

scanf("%d%d",&x,&y);

printf("Enter radius of circle\n");

scanf("%d",&radius);

initgraph(&gd,&gm,"c:\\turboc3\\bgi");

circle(x,y,radius);

boundaryfill(x,y,4,15);

delay(5000);

closegraph();

return 0;

}

**OUTPUT:**



