NAME- Lalit Singh COURSE- BCA ROLL NO- 2092027

SUBJECT- Computer graphics lab

PRACTICLE-13

**OBJECTIVE-** To perform flood fill algorithm

# SYNTAX :-

#include <graphics.h> #include <stdio.h>

void flood(int x, int y, int new\_col, int old\_col)

{

if (getpixel(x, y) == old\_col) { putpixel(x, y, new\_col);

flood(x + 1, y, new\_col, old\_col); flood(x - 1, y, new\_col, old\_col); flood(x, y + 1, new\_col, old\_col);

flood(x, y - 1, new\_col, old\_col);

}

}

int main()

{

int gd, gm = DETECT;

// initialize graph initgraph(&gd, &gm, "");

// rectangle coordinate int top, left, bottom, right;

top = left = 50; bottom = right = 300;

rectangle(left, top, right, bottom);

int x = 51; int y = 51;

int newcolor = 12; int oldcolor = 0;

flood(x, y, newcolor, oldcolor); getch();

return 0;

}

# OUTPUT:

