#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void bfill(int xc,int yc,int r,int b)

{ int current;

current=getpixel(xc,yc);

if(current!=b && current!=r)

{

putpixel(xc,yc,r);

delay(1);

bfill(xc+1,yc,r,b);

bfill(xc-1,yc,r,b);

bfill(xc,yc+1,r,b);

bfill(xc,yc-1,r,b);

}

}

void flood\_fill(int x, int y, int new\_color, int color\_2)

{

if (getpixel(x, y) == color\_2) {

putpixel(x, y, new\_color); delay(1);

flood\_fill(x + 1, y, new\_color,color\_2);

flood\_fill(x + 1, y - 1, new\_color, color\_2);

flood\_fill(x + 1, y + 1, new\_color, color\_2);

flood\_fill(x, y - 1, new\_color, color\_2);

flood\_fill(x, y + 1, new\_color, color\_2);

flood\_fill(x - 1, y, new\_color, color\_2);

flood\_fill(x - 1, y - 1, new\_color, color\_2);

flood\_fill(x - 1, y + 1, new\_color, color\_2);

}

}

void main()

{

int a,x,y, new\_color, color\_2;

int gd = DETECT, gm = DETECT;

initgraph(&gd, &gm, "C:\\TurboC3\\BGI");

circle(50,50,25);

bfill(62,62,RED,WHITE);

delay(3000);

flood\_fill(75,75,CYAN,RED);

getch();

}

OUTPUT:

