// program to fill polygon using floodfill

// algorithm

#include <graphics.h>

#include <stdio.h>

// flood fill algorithm

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

{

// check current pixel is old\_color or not

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

// put new pixel with new color

putpixel(x, y, new\_col);

// recursive call for bottom pixel fill

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

// recursive call for top pixel fill

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

// recursive call for right pixel fill

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

// recursive call for left pixel fill

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

}

}

int main()

{

int gd, gm = DETECT;

// initialize graph

initgraph(&gd, &gm, NULL);

// rectangle coordinate

int top, left, bottom, right;

top = left = 50;

bottom = right = 300;

// rectangle for print rectangle

rectangle(left, top, right, bottom);

// filling start coordinate

int x = 51;

int y = 51;

// new color to fill

int newcolor = 12;

// new color which you want to fill

int oldcolor = 0;

// call for fill rectangle

flood(x, y, newcolor, oldcolor);

getch();

return 0;

}